TITANFALL 2

Introduction

Overview

Welcome to the official game guide for *Titanfall 2*. Whether you're taking the fight to IMC forces during the single-player campaign or leading your faction to victory in multiplayer matches, *Titanfall 2* requires more than quick reflexes and a fast trigger finger to succeed. Strategy and sound tactics are essential for keeping your Pilot (and Titan) alive. This guide provides everything you need to master the fundamentals, complete with detailed breakdowns and gameplay tips for every Titan, weapon, ability, game mode, and map.

TITANFALL 2

Introduction

What's New?

CAMPAIGN

Titanfall 2 features an intense campaign that chronicles the continued struggle between the Militia and the IMC as they vie for control of the Frontier. In this adventure, you're thrust into the role Jack Cooper during an assault on the planet Typhon. The campaign explores the unique relationship between Pilot and Titan, as Cooper links with BT-7274 in an attempt to survive overwhelming odds. Continue to the campaign section for a detailed step-by-step walkthrough, which reveals the location of all Pilot helmets.

MAPS AND GAME MODES

Multiplayer is back with a new host of maps and game modes designed to keep players engaged as they fight for dominance (and unlocks) in online matches. Among the new game modes are Bounty Hunt, and Amped Hardpoint, each requiring new ways to think about Pilot and Titan combat. Fan favorites have also returned, including Capture the Flag, Last Titan Standing, and Pilot vs. Pilot. For more information on each game mode, flip ahead to the multiplayer section. Continue to the multiplayer maps section for even greater detail; it offers map-specific strategies and tactics for each game mode.

EXPANDED PILOT ARSENAL

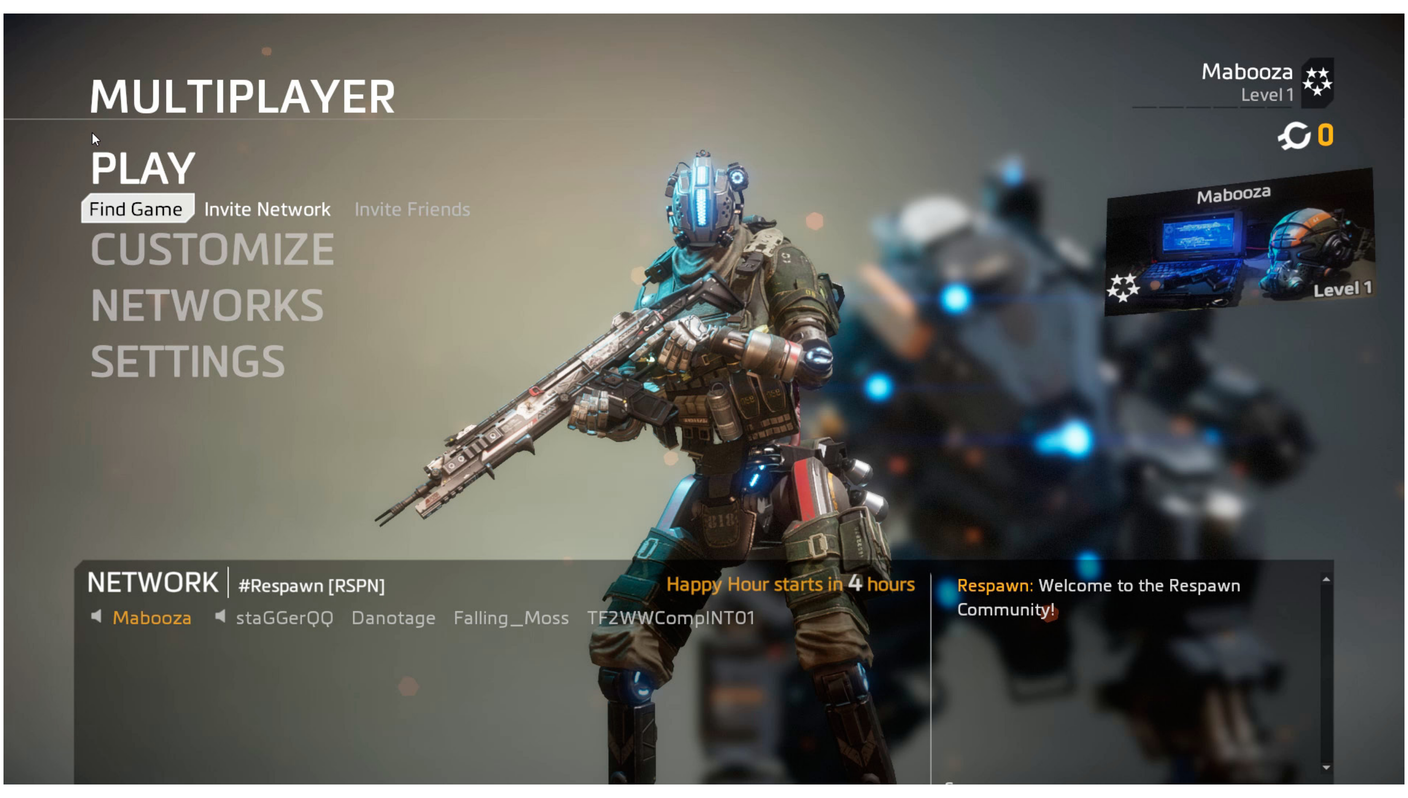
You asked for it, and *Titanfall 2* delivers. Sporting a wide range of weapons, tactical abilities, and kits, Pilots are deadlier (and more customizable) than ever. Choose from a mix of assault rifles, submachine guns, sniper rifles, shotguns, grenades, and more to give your Pilot an edge in any encounter. Select a tactical ability, like the new Grapple, to complement your weapons and personal style of play. For more information on Pilots, including breakdowns of all weapons, tactical abilities, and boosts, advance to the Pilots chapter.

TITANS

When it's time to call in your Titan, you now have twice the options. Choose from the Ion, Scorch, Northstar, Ronin, Tone, or Legion Titan Loadouts to crush your enemies in new and inventive ways. The Titans are now more specialized, equipped with an array of complementary weapons and abilities, designed to keep Titan encounters more dynamic and unpredictable. Titans can also be customized; select from a variety of kit and aesthetic options, including weapon camo, warpaint, and nose art. Read through the Titans section for greater detail on preparing your own Titan for battle.

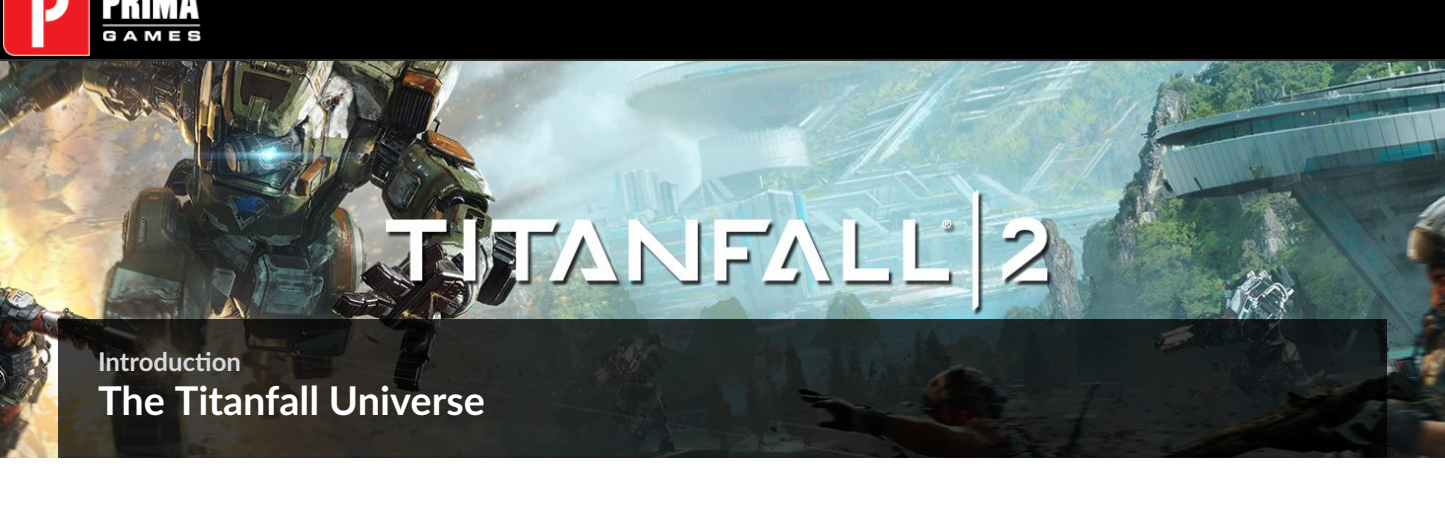
NETWORKS

The new Networks system makes it easier than ever to connect with friends and other *Titanfall 2* players around the world. Choose from a variety of existing networks to find players with common interests. Or create your own network, ideal for setting up matches with friends or clans. And don't forget to show up for your network's Happy Hour to earn bonus Merits, helping you level up faster. Reference the Networks section in the multiplayer section for more details on joining and setting up networks.



Happy Hour starts in 4 hours

Respawn: Welcome to the Respawn Community!



Introduction

The Titanfall Universe

Although relatively new, the *Titanfall* series benefits from a deep backstory, lending the franchise an impressive sense of immersion. Before jumping into the campaign or multiplayer, take a moment to read up on the Titanfall universe to gain a better understanding of the Frontier and the conflict between the IMC and the Militia.

THE FRONTIER

Many generations of humanity live in the deepest reaches of explored space. This vast region is known as the Frontier. It contains many well-known and inhabited solar systems, but many more worlds remain uncharted. Most people will never travel this far away from normal civilization—the Core Systems closer to Earth. But for pioneers, explorers, mercenaries, outlaws, and soldiers, the Frontier offers both adventure and opportunity.

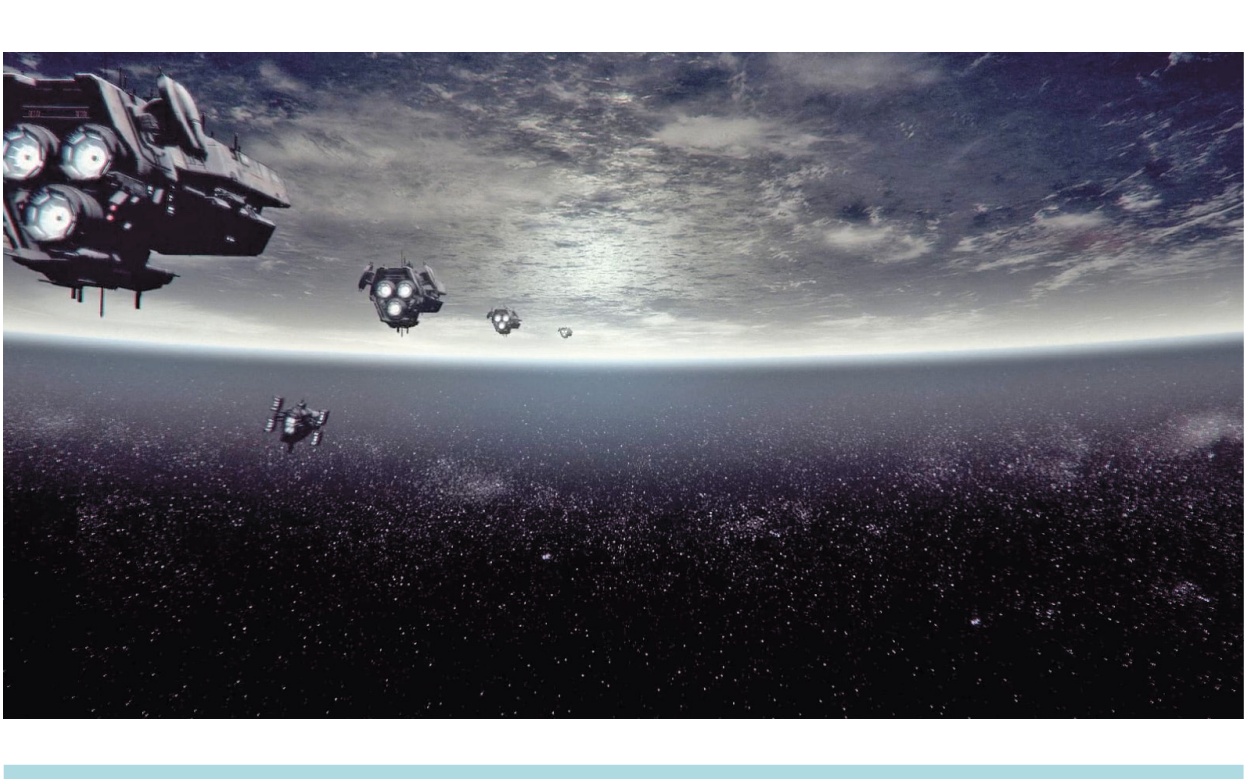
Planetary systems in the Frontier are separated by distances that can normally be traversed within days to weeks, by ships capable of making a series of "jumps" through space. Each jump is separated by a recharging period during which only slow-speed travel is possible—with hopes for no harassment by the IMC or the many bandit groups in the Frontier.

Many systems within the Frontier were discovered and settled by the IMC and its various subsidiary branches. There were many conflicting economic, military, industrial, and political motivations behind the settlement programs.

One major influence on the Frontier was the IMC Servicemen's Readjustment Act (aka the IMC's so-called "G.I. Bill"). This was awarded to veterans of IMC-backed military campaigns in the Core Systems of human civilization. This gave veterans various benefits: loans to start businesses and farms on the Frontier, low-cost mortgages, and guaranteed property rights on Frontier worlds to start new lives. Therefore, many homesteaders arriving at the Frontier still have combat skills from their time in the service, and know how to handle firearms and Titans.

In the Frontier, most systems with a naturally occurring Earth-like planet have only one such planet. Mass and distance from the local star(s) are usually the critical factors. The rest of the planets within such a system are usually not suitable for immediate habitation. In some cases, a planet can be altered through 60-100 years of terraforming to give it the breathable atmosphere necessary for unassisted human survival.

The earliest colonized systems were selected for their suitability for human habitation, possessing at least one Earth-like world (not too hot, not too cold, and capable of sustaining human life). Some of the criteria were: a breathable or terraformable atmosphere, safe geological and cosmic conditions, and roughly 1 G of gravity. While habitable planets do exist throughout known space, the systems containing them are rarely clustered near each other. The Frontier is quite unusual in this regard, and how this came to be remains a mystery.



JUMP DRIVE TECHNOLOGY

A Jump Drive allows a ship to travel very long distances in the blink of an eye. Between jumps, a ship is vulnerable to attack as it plods along using basic thrusters while the Jump Drive recharges. Recharging can take anywhere from a few seconds to several days, depending on the size of the ship and the distance of the jump. The drives require a specially refined fuel in order to recharge, and on long series of jumps, there is a real danger of being stranded without fuel, if the ship does not end up within range of a refueling ship or station. Before it was destroyed during the events of *Titanfall*, the most famous station was the IMC's port of Demeter, which was the only jump route between the Core Systems and the Frontier.

HISTORY OF THE CONFLICT

When the Frontier was first discovered, the IMC funded numerous expeditions to explore and colonize the new worlds. Over time, the novelty of these initial discoveries wore off. Without a steady stream of constant revelations, interest in Frontier exploration waned amongst the majority of humanity in the Core Systems, and IMC support for Frontier development went into decline.

Soon thereafter, a number of major conflicts in the Core Systems took priority over the IMC's interests in the Frontier, and the IMC effectively abandoned all investment in its Frontier expeditions. For several generations, life on the Frontier continued with minimal connection to the IMC and the Core Systems.

When the IMC finally turned its attention back to its original colonies on the Frontier, their envoys had discovered that the descendants of the pioneering expeditions had flourished, independent of support from the IMC. Many worlds on the Frontier had been colonized, and access to plentiful resources was commonplace.

Struggling to meet consumer demands in the Core Systems, and seeing a wealth of new resources on the Frontier, the IMC declared eminent domain, citing their investments dating back to the original expeditions. They sent large fleets to establish control of the region, building new manufacturing and mining operations, often displacing established Frontier citizens in the process.

After years of failed diplomacy, the citizens of the Frontier had endured enough. They put aside their differences to fight the IMC, and formed the Militia. Today, the many branches and factions within the Militia continue the fight for independence from the IMC's exploitation of the Frontier and its people. While the question of who is right and who is wrong in this conflict is arguably a matter of historical perspective, one thing is certain: this conflict will continue until either the Militia is wiped out or the IMC withdraws from the Frontier.

THE MILITIA

The Frontier Militia represents the military arm of the Frontier systems' territorial defense pact. The Militia is a loosely governed mishmash of homesteaders, bandits, mercenaries, and pirates, all rising up as "citizen soldiers" when the need arises. Many homesteaders have taken on an "if you can't beat 'em, join 'em" attitude regarding working alongside different criminal groups. Naturally the people in this melting pot don't always see eye to eye on how to deal with the IMC's exploitation of the Frontier, but they are unified in fighting against it.

The Militia is loosely divided into Brigades. Each Brigade is responsible for fighting in an assigned section of Frontier territory, which might span as far as several planetary systems. The Marauder Corps (M-COR) is a small part of a much larger Brigade tied to the Freeport System. Although some Brigades are little more than vast pirate organizations, the Militia has enough resources to be a real obstacle to the IMC's ambitions on the Frontier.

The Militia often claims that direct action against the IMC is in the best interests of the homesteaders whom they allegedly represent, but not everyone on the Frontier sees it that way.

James MacAllan

A highly decorated veteran of the Titan Wars, MacAllan served as the executive officer of the IMS Odyssey, under the command of Vice Admiral Marcus Graves. The Odyssey's mission was part of a peacekeeping operation on the Frontier for the IMC. Official IMC reports indicate that MacAllan led a mutiny aboard the Odyssey, citing numerous grievances with the IMC's treatment of Frontier citizens. However, these reports have not been proven in the absence of the ship's flight data recorder, which was lost when MacAllan and his people escaped with the Odyssey and disappeared into an uncharted sector of the Frontier.

In a fitting yet tragic conclusion, Graves and MacAllan faced off in the Battle of Demeter—this time with MacAllan fighting for the Militia while Graves commanded IMC forces from orbit. During the epic battle over Demter's refueling station, MacAllan was killed after locking himself in the main reactor in an attempt to overload it. The resulting explosion destroyed the planet of Demeter. But MacAllan's mission succeeded, denying the IMC a vital refueling station and paving the way for Militia expansion in the Frontier. In the months following the battle, the Militia recognized MacAllan's ultimate sacrifice by naming a ship after him.

"They'll call us terrorists or worse, but we can't win playing by their rules." — James MacAllan

THE IMC

The Interstellar Manufacturing Corporation, or IMC, started out small, in natural resource extraction industries, under the name Hammond Engineering. Fifteen years later, demand for Titan manufacturing materials, combined with Hammond's market-cornering planetary survey technology and map database rights, contributed to explosive growth for the company. Over the course of a century, a series of acquisitions, mergers, and rebrandings led to the transformation of Hammond Engineering into the sprawling commercial empire that is the IMC.

Despite their reputation for exploitative behavior on the Frontier, IMC receives little criticism from their shareholders and customers living in the Core Systems. The material conveniences and widely used products provided by the IMC generate considerable "consumer inertia," to the corporation's benefit.

With the Frontier's valuable shipping lanes and vast planetary resources ripe for exploitation, the IMC is dedicated to maximizing profits and shareholder wealth, using the legal application of force, when necessary.

Spyglass and the Remnant Fleet

Spyglass is a physical manifestation of the IMC's vast computational network identity, handling logistics, navigation, deployment, and communications between all IMC forces on the Frontier. Initially responsible for briefing IMC Pilots before missions, Spyglass' role expanded during a series of battles with the Militia, eventually taking control of the IMC fleet.

Recognizing the IMC's imminent defeat at Demeter, Spyglass withdrew the IMC fleet, disobeying Vice Admiral Graves' direct orders and leaving all IMC units on Demeter stranded. When the main reactor exploded, all IMC troops on the planet's surface were killed. Now known as the Remnant Fleet, Spyglass leads this splinter IMC faction, inexplicably attacking settlements in the Frontier, regardless of affiliation. Spyglass' mysterious actions have made the Remnant Fleet an enemy of both the Militia and mainstream IMC forces.

"A Pilot survived the aftermath? Find out how and bring him and his Titan to me." — Spyglass

TITANFALL TECH

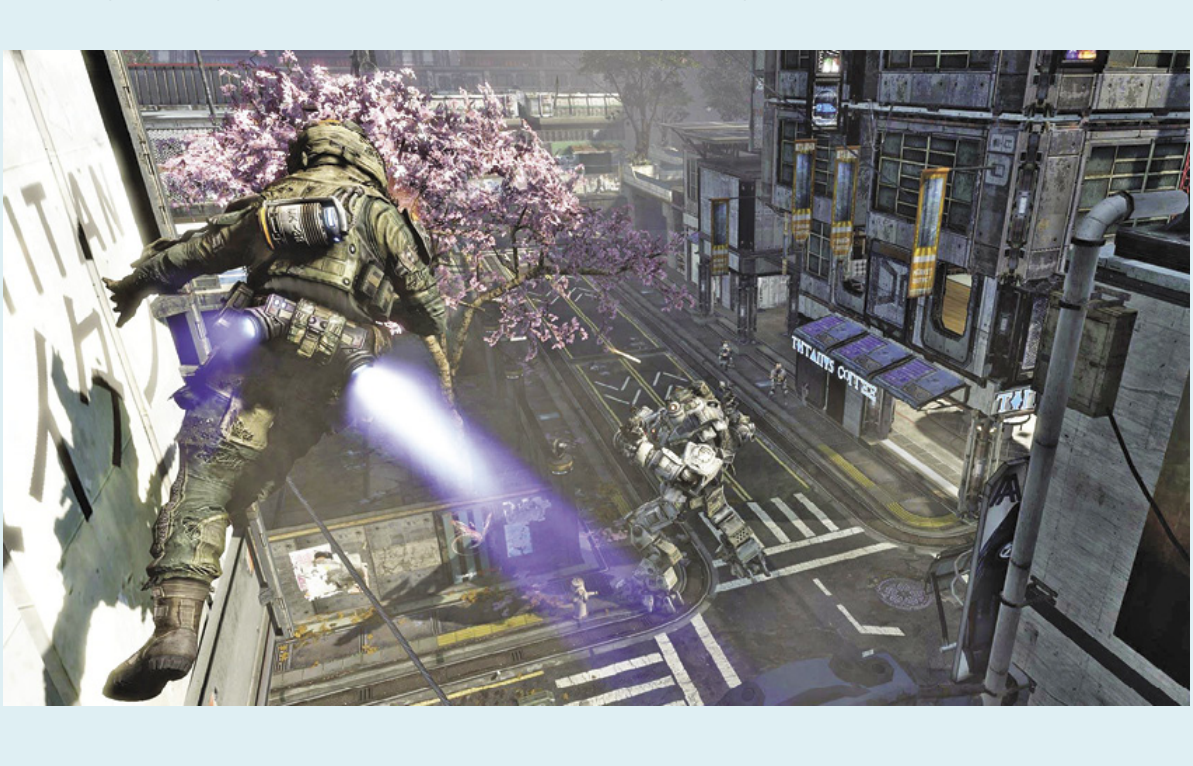
PILOTS

Titan Pilots are rated by "certifications," most of which apply to civilian applications such as construction, shipping, and heavy salvage industries. The most prestigious of these is the Full Combat Certification—a widely published series of tests that grade a Titan Pilot's abilities. Because of the extreme physical and mental challenges of mastering both Titan combat and dismounted parkour movement, a fully combat-certified Titan Pilot is a rare find, and the combat skills of active Pilots in the field vary widely throughout the Frontier.

Some are formally trained by the IMC or Militia's dedicated programs, while the vast majority are trained by independent mercenary or pirate groups. A large black market surrounding the technology used by Pilots is rumored to have developed across the Frontier, covering areas such as weapons modifications, physical alterations and strengthening, stolen training simulation pods, and Titan-Pilot combat interface abilities.

JUMP KITS

Jump Kits are small jetpacks that are worn around the waist. They originated in the ship salvage industry—workers needed a way to quickly navigate through complex geometries with deadly drops and sheer vertical faces. Jump Kits provide a brief burst of thrust that is used to leap to higher locations. They also have a function that adjusts the deceleration on potentially fatal descents to safe levels, allowing Pilots to fall from great heights without injury. Combat Titan Pilots have informally adapted Jump Kits to their own purposes for many years. The Jump Kit enables sustained wallrunning, improving Pilot maneuverability in combat situations against regular infantry and other Titans.



TITANS

Titans are descendants of today's fledgling military exoskeletons. In addition to the obvious combat applications, unarmed forms of Titans are used in heavy industries like cargo transport and salvage. They are also used in special applications such as deep space search and rescue, and are very effective in inhospitable environments. The use of Titans is widespread throughout the Frontier in both combat and in civilian life.

REAPERS

Facing a series of setbacks in the Frontier, the IMC developed the Reaper, a fully automated weapon system designed with one specific goal: hunting enemy Pilots. On the surface, a Reaper resembles a scaled-down Titan. But Reapers are far more agile and mobile, capable of leaping great distances, all in an effort to keep up with their fast-moving prey. In addition to the plasma-based cannons attached to their arms, Reapers are also capable of deploying Ticks. These spider-like robots are packed with high explosives and designed to follow Pilots, detonating when they're within close proximity. While Reapers have yet to see widespread deployment, they have already become one of the most feared units on the battlefield. Heavy weapons are highly recommended when encountering these units.

TICKS

Whether deployed by Reapers or Specialists, Ticks pose a serious threat to Pilots and Titans alike. Keep your distance from Ticks and shoot them when they're adjacent to enemy units. Ticks often attack in tightly clustered groups, so destroying one Tick can lead to a chain reaction of powerful explosions. While lethal to Pilots, a swarm of Ticks can also inflict heavy damage on Titans.

DATA KNIFE

This is a special knife designed to infiltrate and reprogram enemy computer systems by plugging into a data port. A circular, backlit screen in the handle indicates progress. The "business end" of the device is a plug that works with many different types of hardware ports, like a skeleton key. When used against Marvins and Spectres, the Data Knife will reprogram the robot to fight on the attacker's side. It also works as a knife.

GRUNTS

Standard infantry deployed by both the IMC and Militia are most commonly referred to as "grunts." When participating in battles dominated by Pilots and Titans, grunts often serve in a supporting role, securing and defending objectives. Grunts are equipped with a variety of ballistic-based weapons, ranging from carbines to shotguns. But some Grunts also carry shoulder-fired, anti-armor weapons designed to damage Titans.

SHIELD CAPTAIN

IMC grunts often deploy alongside a commanding officer, known unofficially as a shield captain. In addition to preserving a command hierarchy on wwthe battlefield, shield captains provide extra firepower and tactical sustainability for IMC squads; they're often deployed in defensive positions. Protected by thick, ballistic armor and a blue energy shield (similar to Particle Walls deployed by Tone Titans) shield captains can absorb a tremendous amount of damage. However, shield captains are often slow to react to the quick, unpredictable movements of Pilots, making them vulnerable to flanking attacks.

SPECIALIST

Utilized primarily as reconnaissance units, Specialists are often deployed alongside infantry squads but can also operate independently. Unlike grunts, Specialists aren't frontline combat units. Instead, they often stay to the rear where they can safely deploy drones. Drones give Specialists a better view of the battlefield, allowing them to provide real-time intel to command. Each drone is equipped with a plasma- or laser-based weapon system, ideal for engaging enemy Pilots and infantry. Once enemies have been detected, specialists can also deploy Ticks.

DRONES

Drones are only found in the campaign; listen for the humming sound to detect their presence. These automated aerial vehicles are rather fragile and will explode after sustaining light damage. But don't let drones hover overhead for too long. Drones equipped with lasers are particularly lethal and must be dealt with swiftly.

MARVINS

Subsidiaries of the IMC developed the MRVN (Mobile Robotic Versatile eNtity), commonly referred to as the Marvin. A Marvin is an anthropomorphic helper robot used in industrial and civilian applications. They are not designed for combat, and they have a relatively primitive locomotion system compared to their Spectre counterparts. Marvins are used throughout the Core Systems and the Frontier, performing sanitation, construction, maintenance, and hazardous environment duties in both industrial and civilian markets.

SPECTRES

Defense contractor subsidiaries of the IMC developed the Spectre: a robotic anthropomorphic combat system derived from the MRVN project. The Spectre is officially classified in IMC manifests as a form of automated infantry. Their main use is urban pacification and occupation. Due to the corporate and military politics that plagued their development, Spectres inherited a data port vulnerability from their Marvin predecessors. When a Pilot reprograms a Spectre, the Spectre immediately begins to seek out and engage friendly combatants, both human and artificial, with extreme prejudice.

SPECTRE HACKING

Spectres can no longer be hacked during multiplayer matches. However, they can be hacked during the campaign, giving Jack Cooper a significant tactical advantage during firefights.

DROP PODS

Drop Pods are used to deploy automated and human infantry to the ground from orbit with high precision. Drop Pods can be pressurized for the deployment of human occupants. The pods may also be internally reconfigured in many ways to deliver a wide variety of payloads. Distortion Braking Technology allows Drop Pods to streak in, but decelerate to a survivable speed prior to hitting the ground. The braking results in a visible donut-like distortion effect in the sky, and a bowel-shaking, low-frequency sound that is hard to miss.

STALKERS

Following the Battle of Demeter, the IMC developed a new robotic combat system designed to supplement infantry during offensive and defensive operations. The end result was the Stalker, a unit designed to overwhelm enemy positions en masse. Unlike Spectres, Stalkers have no sense of self-preservation—they don't retreat or seek cover. Instead, they simply march toward their target and attack, ignoring all threats and sustained damage. Even if a Stalker's legs are blown off, they'll use their arms to crawl forward, relentlessly pursuing their target. The data port vulnerability found in Spectres was addressed by IMC engineers during production, preventing Militia Pilots from hacking Stalkers. However, Militia forces have discovered a weakness in the power supply on the Stalker's back. Targeting this red "backpack" results in incapacitation, followed by a delayed detonation.

DROPSHIPS

The Goblin dropship is the current generation of IMC troop and light cargo transport. It is manufactured in a variety of formats, each with different drive, shielding, and weapons systems. The Crow is an older generation of dropship based on the battle-forged and proven designs from the Titan Wars. Although it was superseded by the IMC's Goblin design several years ago, it is still seen everywhere throughout the Frontier. Many Crow-class dropships still remain in service with the Militia, either salvaged from the battlefield or stolen outright from the IMC.

The Dropship Combat Search and Rescue (D-CSAR) System is a collection of modifications that allows small dropships, such as the Crow and Goblin, to carry several Titan-grade shield generators onboard. Dropships carrying the D-CSAR System are so heavily shielded that they are almost invulnerable to enemy fire, making them ideal for medical evacuation, even when under heavy fire from enemy Titans. However, the amount of power required to operate the system limits how often the ship can operate its Jump Drive (usually one jump for arrival and one jump for departure before requiring refueling) and disables all of the dropship's built-in weapons.

TITANFALL 2

Changelog

Updates

DECEMBER 1, 2016

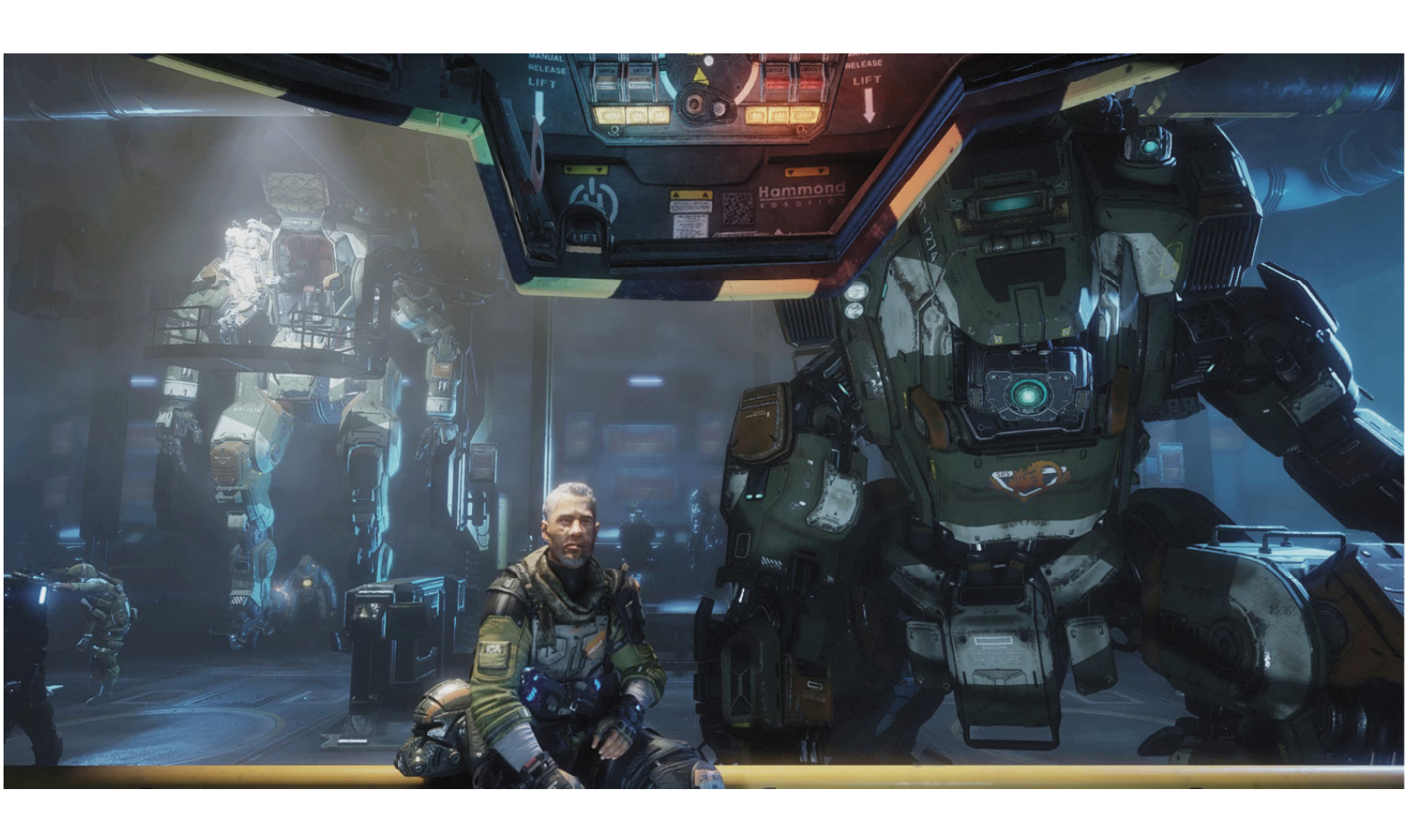
- Updated Pilot Boosts section, correcting images and information to the current in-game boost card data

TITANFALL 2

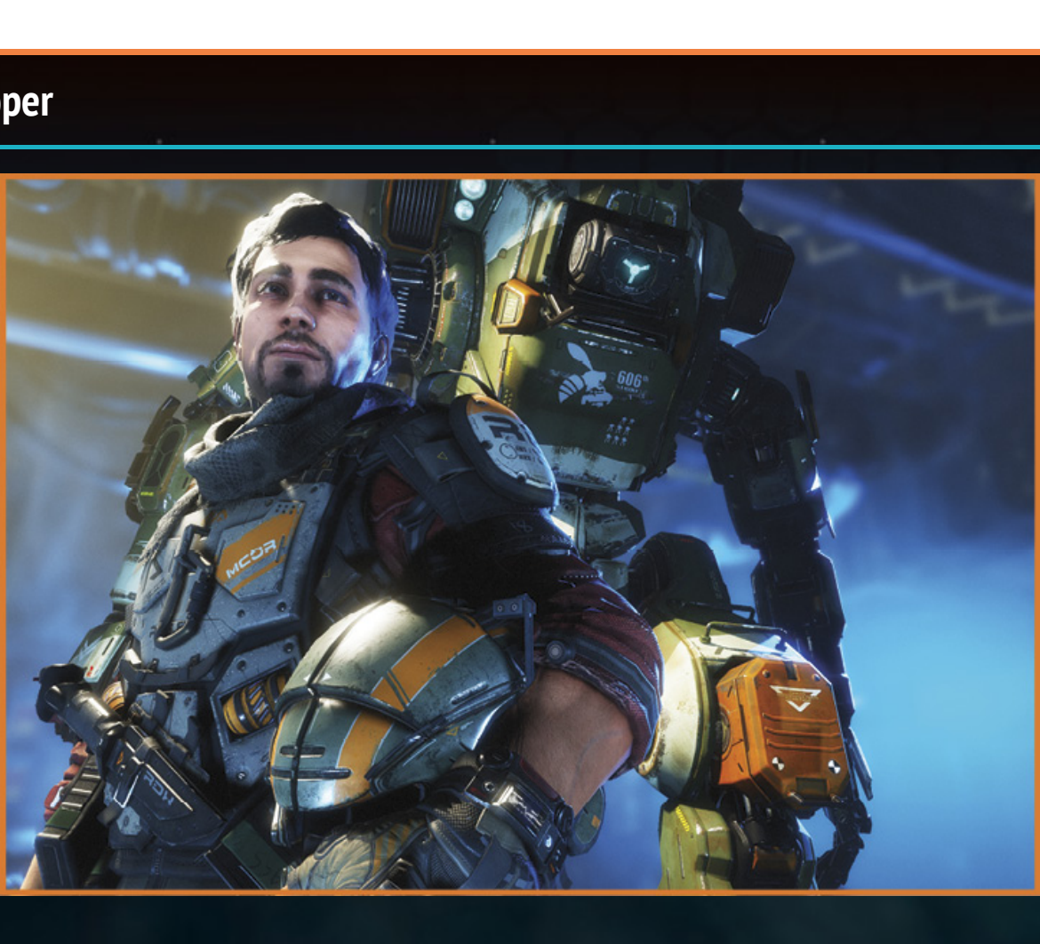
The Pilot's Gauntlet

Prologue

As the Militia's MCS James MacAllan approaches the IMC-controlled planet Typhon, rifleman Jack Cooper prepares for his latest round of Pilot training. It's unusual for a common rifleman to rise to the challenge of becoming a Pilot, but Captain Lastimosa sees great potential in Cooper and has taken it upon himself to show the promising rifleman the fundamentals of joining the ranks of the Frontier's most elite combatants. Already seated in a Simpod, you take the role of Jack Cooper. Prepare for Pilot training...



Jack Cooper



Faction: 41st Militia Rifle Battalion

Rank: Rifleman Class 3

Age: 25

Skills: Basic infantry, with a regimen of rudimentary simulated Pilot training by Captain Tai Lastimosa over several months.

History: Jack Cooper's family relocated to the Frontier from Earth in search of a better life when he was an infant, due to the extreme cost of living and radically skewed population and wealth distribution on Earth. Like many others, the rural community they lived in was subjected to harassment and exploitation by IMC garrisons for many years. After word of the Dunnam Vale massacre spread throughout the system, Cooper took up arms and volunteered as a Militia rifleman, to free the Frontier from the oppression of the IMC.

Tai "O.G." Lastimosa

Faction: Marauder Corps—a section within the Militia's SRS (Special Recon Squadron)

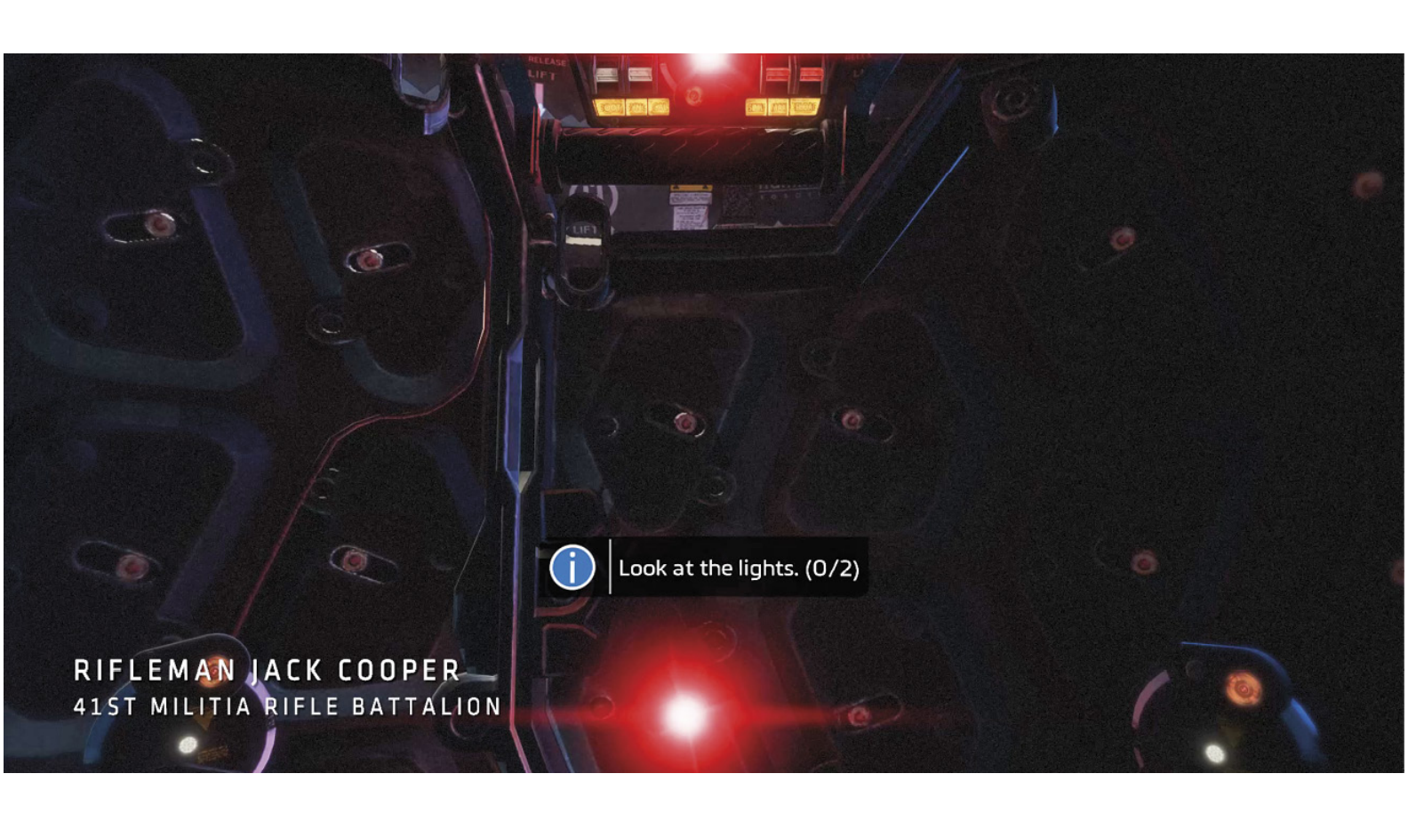
Rank: Captain

Age: 47

Skills: Tai Lastimosa is a Master level combat Pilot. He has a good eye for talent when it comes to Pilot potential.

History: Tai Lastimosa grew up on the Frontier planet Harmony, long before it became the current headquarters for the Militia (back when Harmony was better known for its agrarian qualities as "the breadbasket of the Frontier.") He was one of the first Pilots to serve in the new elite Militia unit, the SRS, after the Battle of Demeter. Lastimosa test piloted the prototypes of the Vanguard-class Titan during its development on Harmony, and was neural linked to a late-model unit, BT-7274, prior to Operation Broadsword.

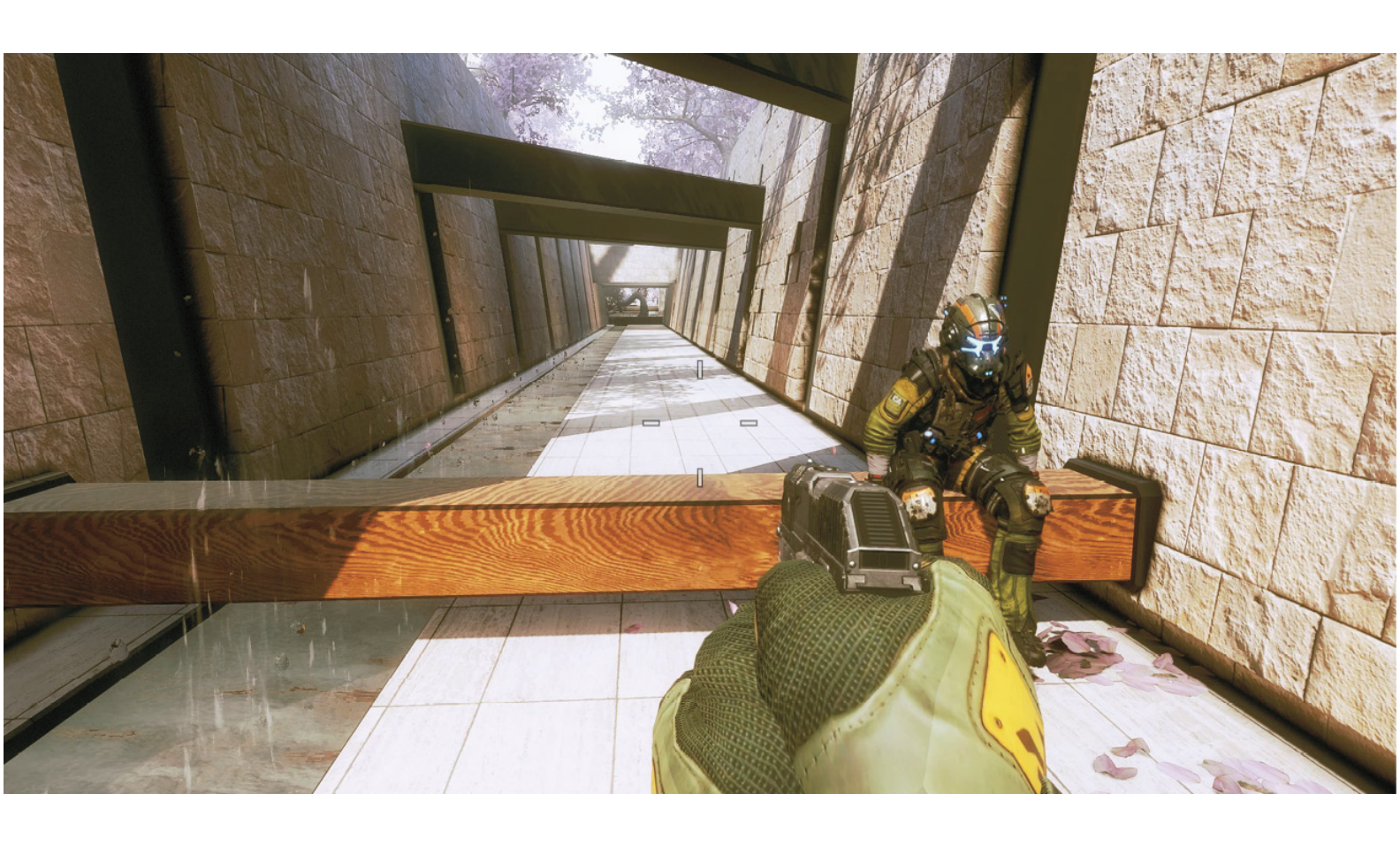
Before training can get underway the Simpod must be calibrated. After the Simpod's doors close, look for two red lights. Glance down at the lower light until it begins flashing blue. Continue looking at the light until it stops flashing and emits a solid blue hue. Repeat the same step for the upper red light. Do the look controls feel OK? If not, you can invert the controls at the following prompt. Controls can be further customized from the settings menu, accessed by pausing the game. Once you've calibrated the Simpod, Captain Lastimosa initiates the neural link, beginning today's simulation.



ENHANCED MOBILITY

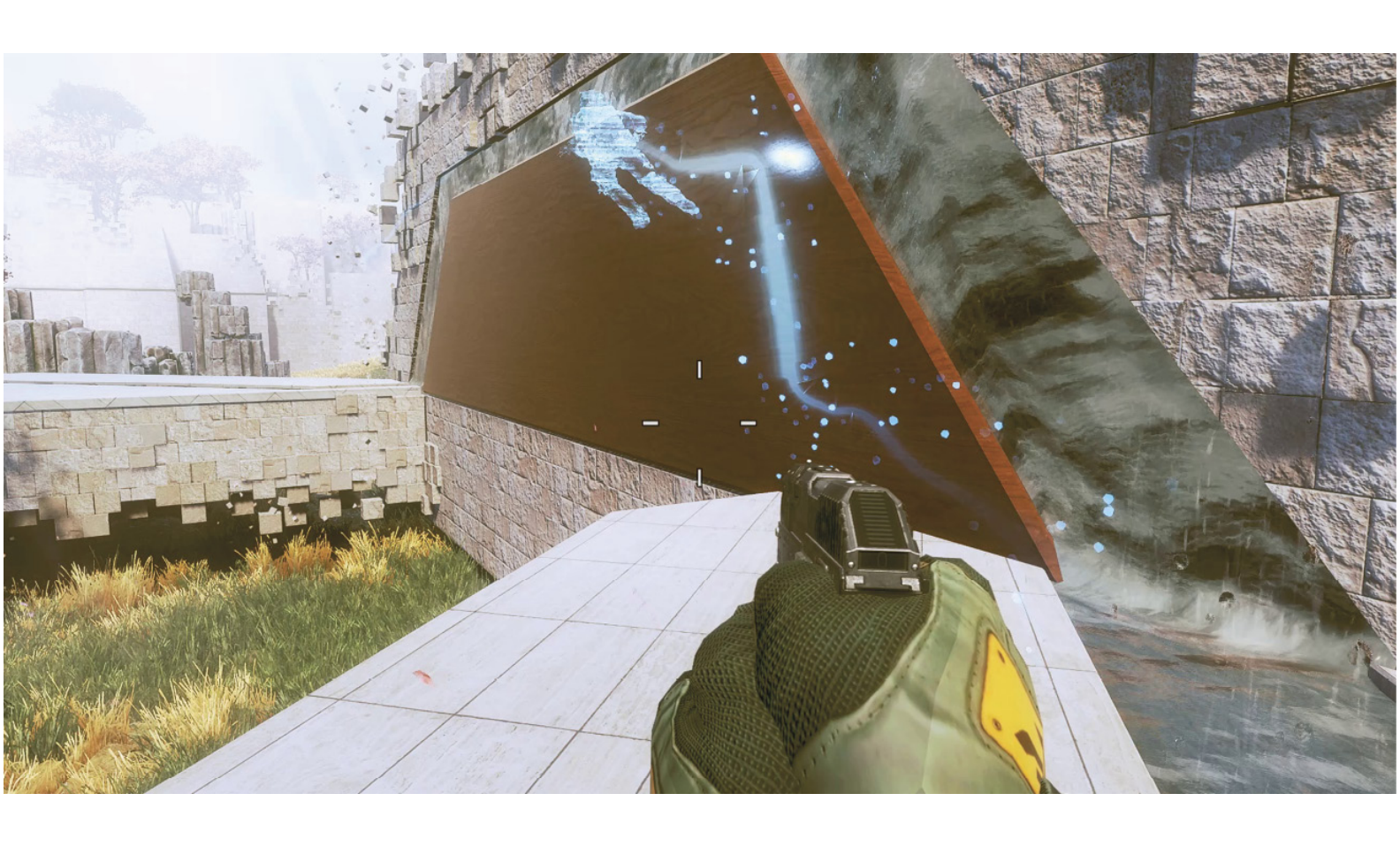
JUMP AND SPRINT

Captain Lastimosa meets you inside the simulation. Clearing today's first obstacle is simple—move forward and jump over the low wooden beam. Basic jumps like this are sufficient for clearing small obstacles. Your jump is assisted by the Jump Kit, a small jetpack-like device worn around each Pilot's waist. The Jump Kit provides a quick vertical boost, allowing Pilots to reach elevated positions otherwise inaccessible to standard infantry—taking the high ground should always be a priority. After clearing the wooden beam, sprint through the adjoining corridor. Sprinting isn't only a quick way to get around, but it also makes you a tougher target to hit during combat. However, while sprinting, your weapon is lowered, making it impossible to quickly retaliate against attacks. Instead of stopping to shoot, sometimes it's better to simply charge your attacker with a well-timed melee strike, eliminating the threat while preserving momentum.



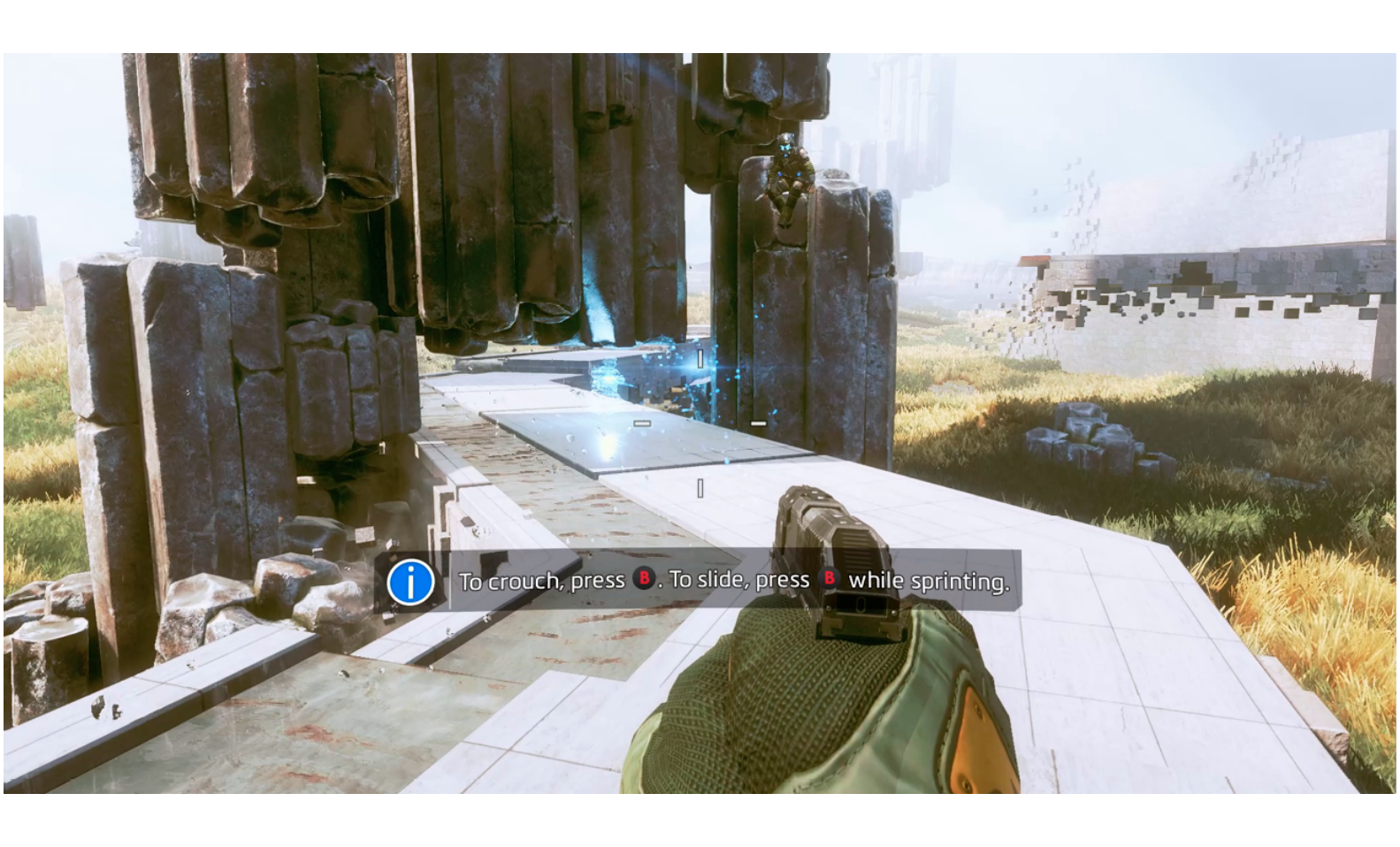
WALLRUN

The serene clearing ahead is modeled after Harmony, Captain Lastimosa's homeworld. This is what the Militia is fighting for—the freedom to live in peace and prosperity. To clear the next obstacle you must perform a wallrun—a holographic ghost image appears, showing you exactly how to clear this obstacle. Start by sprinting then jumping toward the wall at an oblique angle. As you make contact with the wall, you automatically start to run along the vertical surface. Keep running along the wall until you clear the gap in the path. Assisted by their Jump Kit, Pilots gain a significant boost in speed while running along walls. Stringing together multiple wallruns is a hallmark of Pilot mobility—always scan ahead to see what vertical surfaces you can run across.



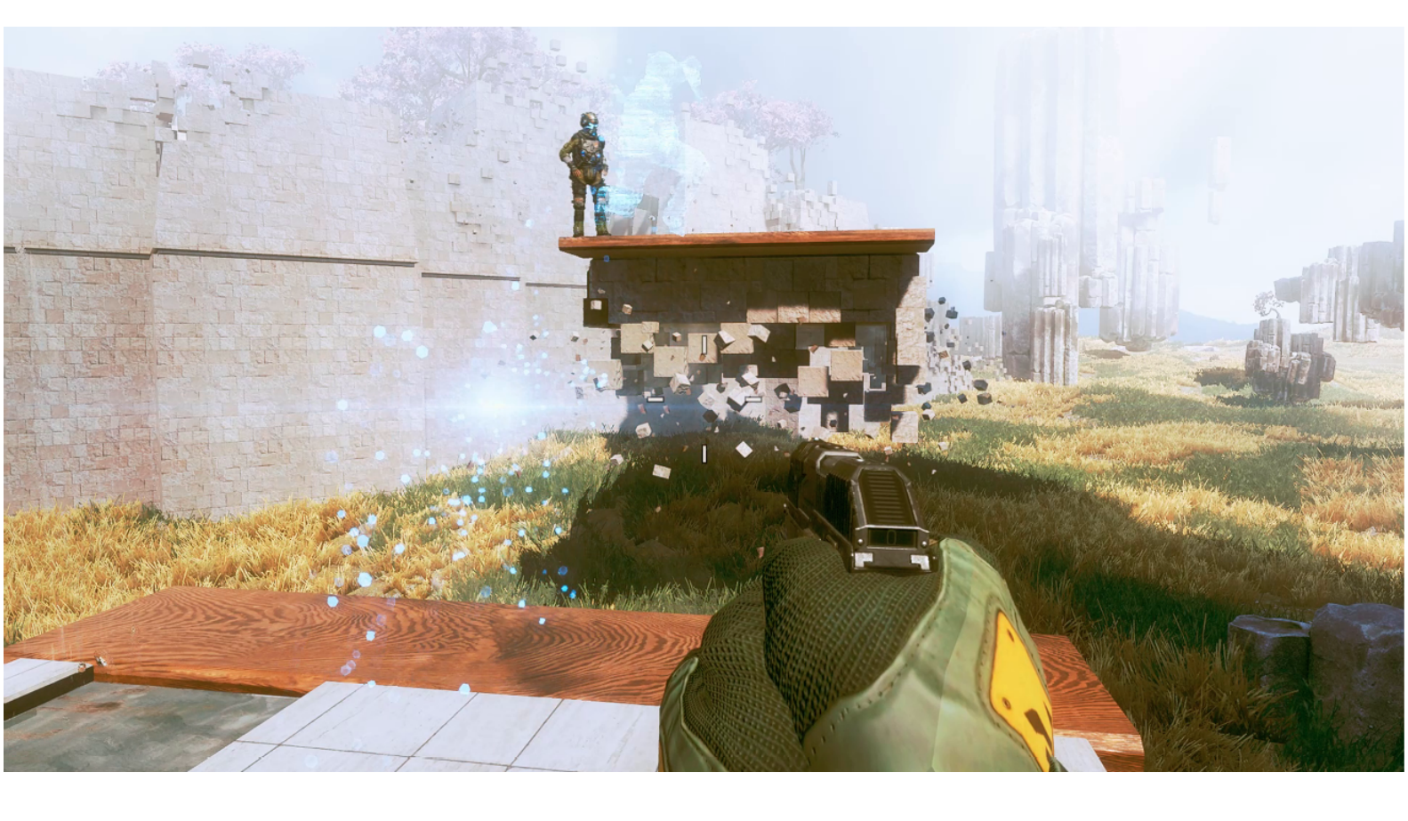
SLIDE

The path ahead is blocked by several large rocks. But there's a small gap at the bottom—Captain Lastimosa prompts you to slide through this opening. Start by sprinting toward the rocks, then crouch to initiate a slide—watch the holographic ghost to see how it's done. Sliding is new to *Titanfall 2*, and an efficient way to maintain speed after landing from a jump or wallrun. Crouch before landing to automatically initiate a slide. While sliding you can fire your weapon or deploy Ordnance—this is a flashy way to eliminate enemies while traversing the battlefield. But as your slide begins losing speed, be ready to sprint, jump, or wallrun to maintain your momentum.



DOUBLE JUMP

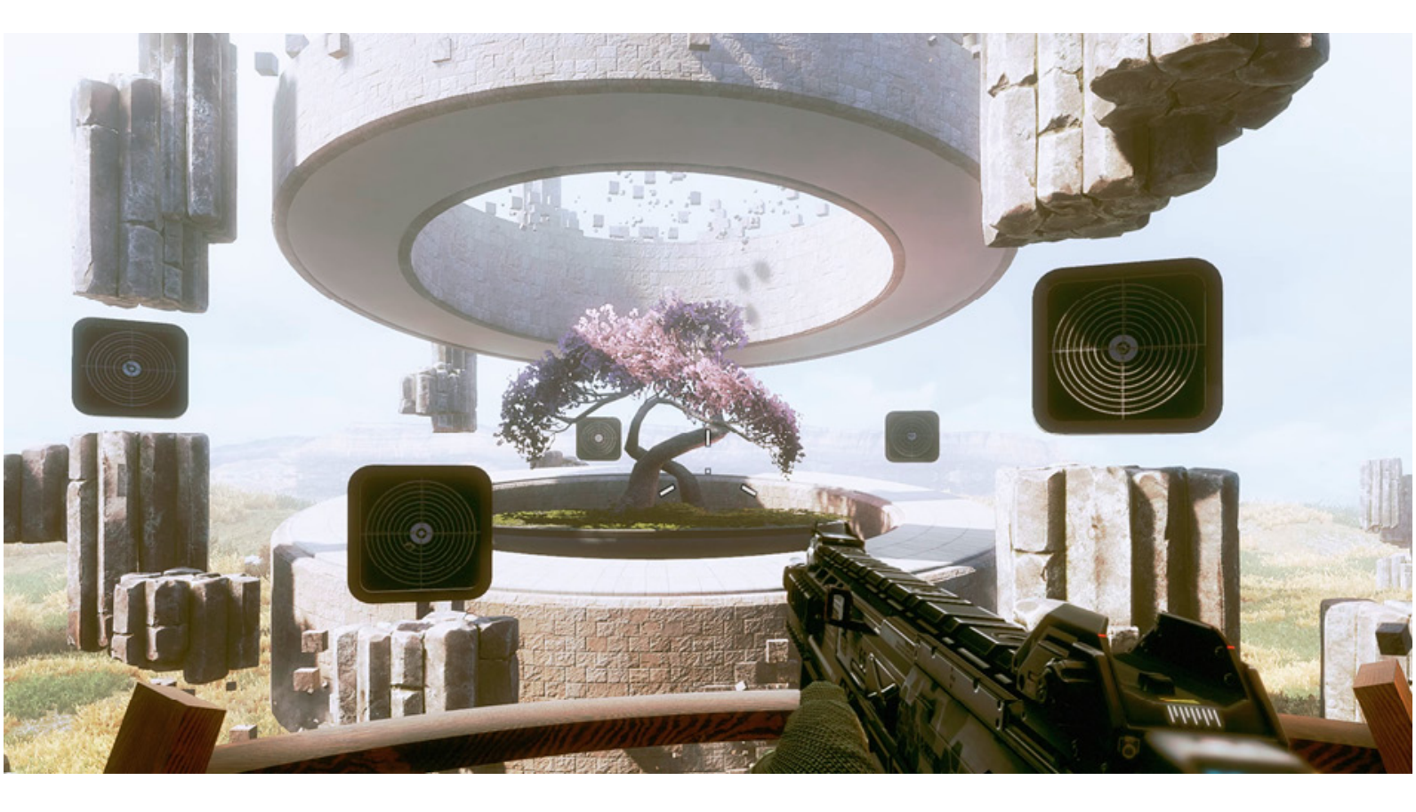
Continue along the path until you come to a large gap. This gap is far too wide to negotiate with a simple jump. Fortunately, the Jump Kit's double jump capability makes clearing this obstacle a cinch. Watch the ghost make the jump first—make note of when the ghost initiates the double jump. Now it's your turn. Start by sprinting toward the gap, then jump. As you begin to descend, jump again to perform the double jump. This double jump allows Pilots to reach great heights, making them capable of leaping through second story windows. Double jumps are ideal for clearing distances, too. Always wait until you begin descending before initiating the double jump—your nerve and patience will be rewarded.



WEAPONS TRAINING

Rendezvous with Captain Lastimosa in the circular chamber ahead and browse through the various weapons. Among the collection are the R-201 Carbine Assault Rifle, the C.A.R. Submachine Gun, the Spitfire Light Machine Gun, and the Kraber-AP Sniper Rifle. Interact with any of the weapons to retrieve one, and then proceed to the adjoining range for a live fire exercise.

Before you can engage any of the targets at the range, you must first load a magazine into your weapon. Next, take aim at one of the five distant targets, peering through your weapon's default sight. While it's possible to hit any of these targets without aiming down the weapon's sights, aiming allows for greater precision, ideal for landing lethal headshots.

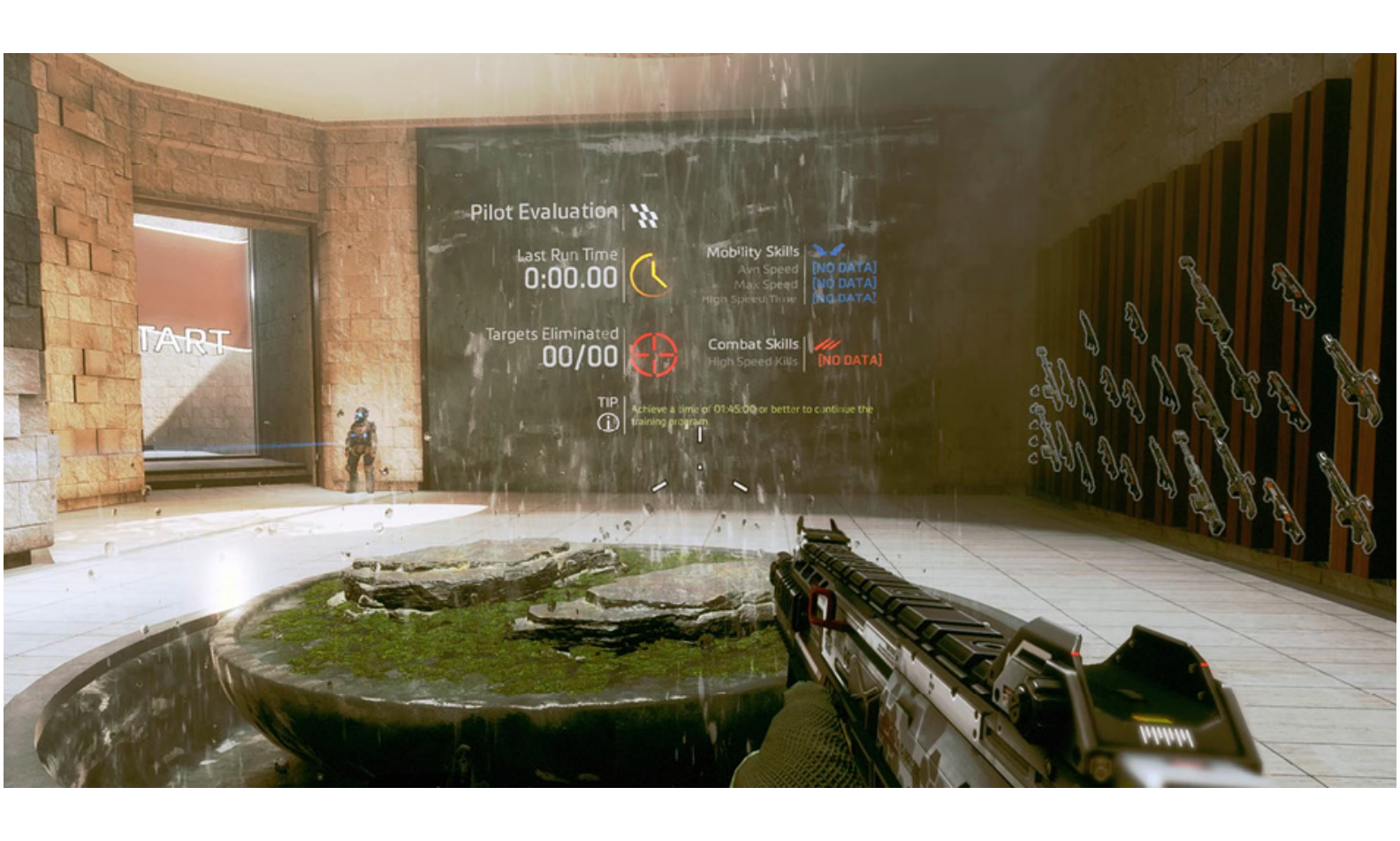


Use your weapon of choice to hit all five targets—the target rotates once it's sustained a hit. But before moving on, cycle through the different weapons hanging on the nearby walls, practicing with the R-201, C.A.R., Spitfire, and Kraber. Notice how each weapon performs differently. Experiment with automatic bursts, sight picture, and reloading. Which one feels most comfortable in your hands? You can take as much time as you'd like here, so don't feel rushed.

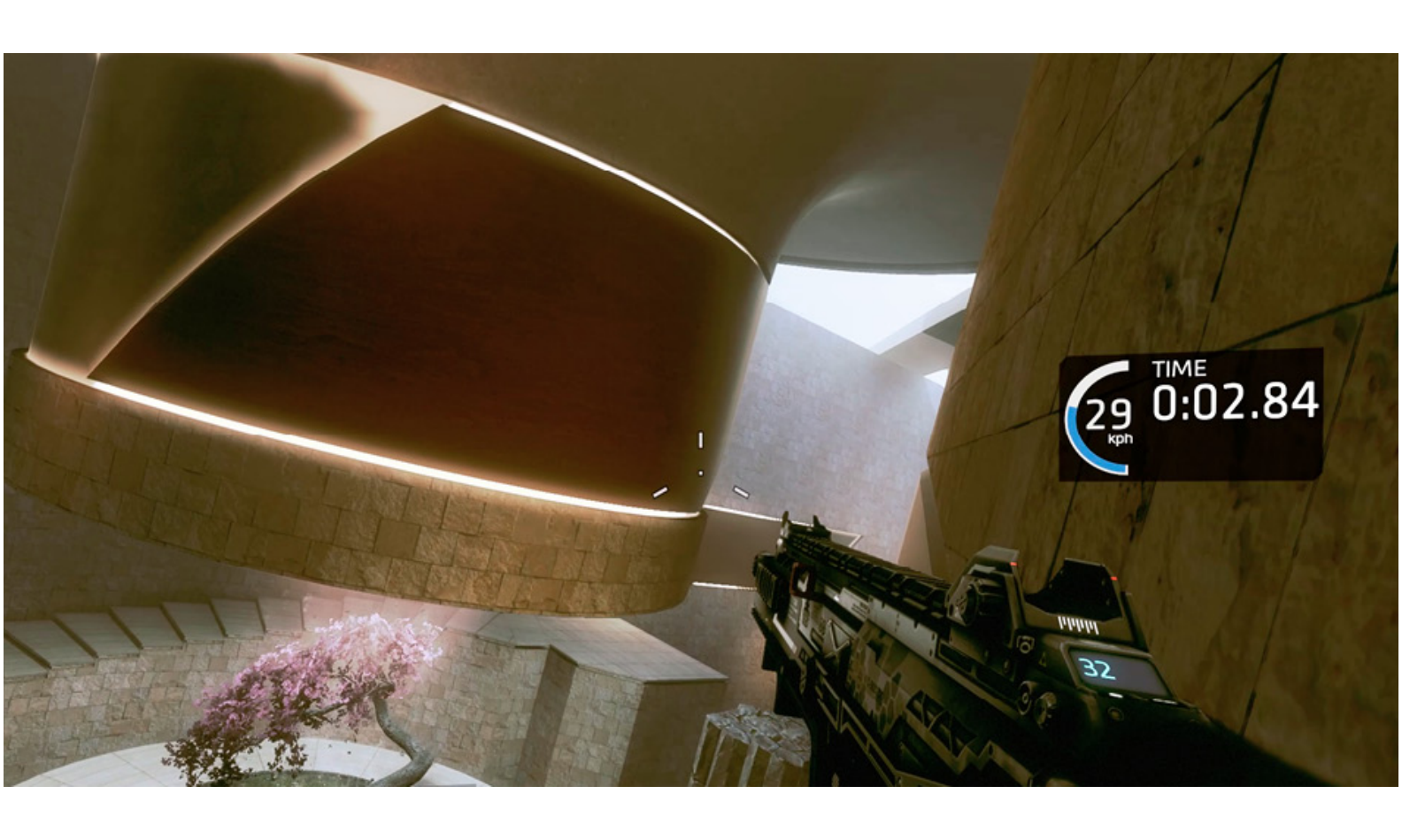
THE GAUNTLET

Now it's time to put it all together by running the Gauntlet, a timed obstacle course requiring speed, agility, and precision. Upon entering this room, move toward the wall on the right and pick up some Arc Grenades—these will come in handy later. Now's also a good time to pick out a weapon you're comfortable shooting while moving at high speeds—the Eva-8 shotgun is one of the most user-friendly and forgiving weapons for running the Gauntlet. Since you haven't run the Gauntlet yet, there is no data on the Pilot Evaluation screen on the far side of the room. Upon completion of the course this screen will show your best times and speeds. When you're ready to run the Gauntlet, approach Captain Lastimosa near the starting gate.

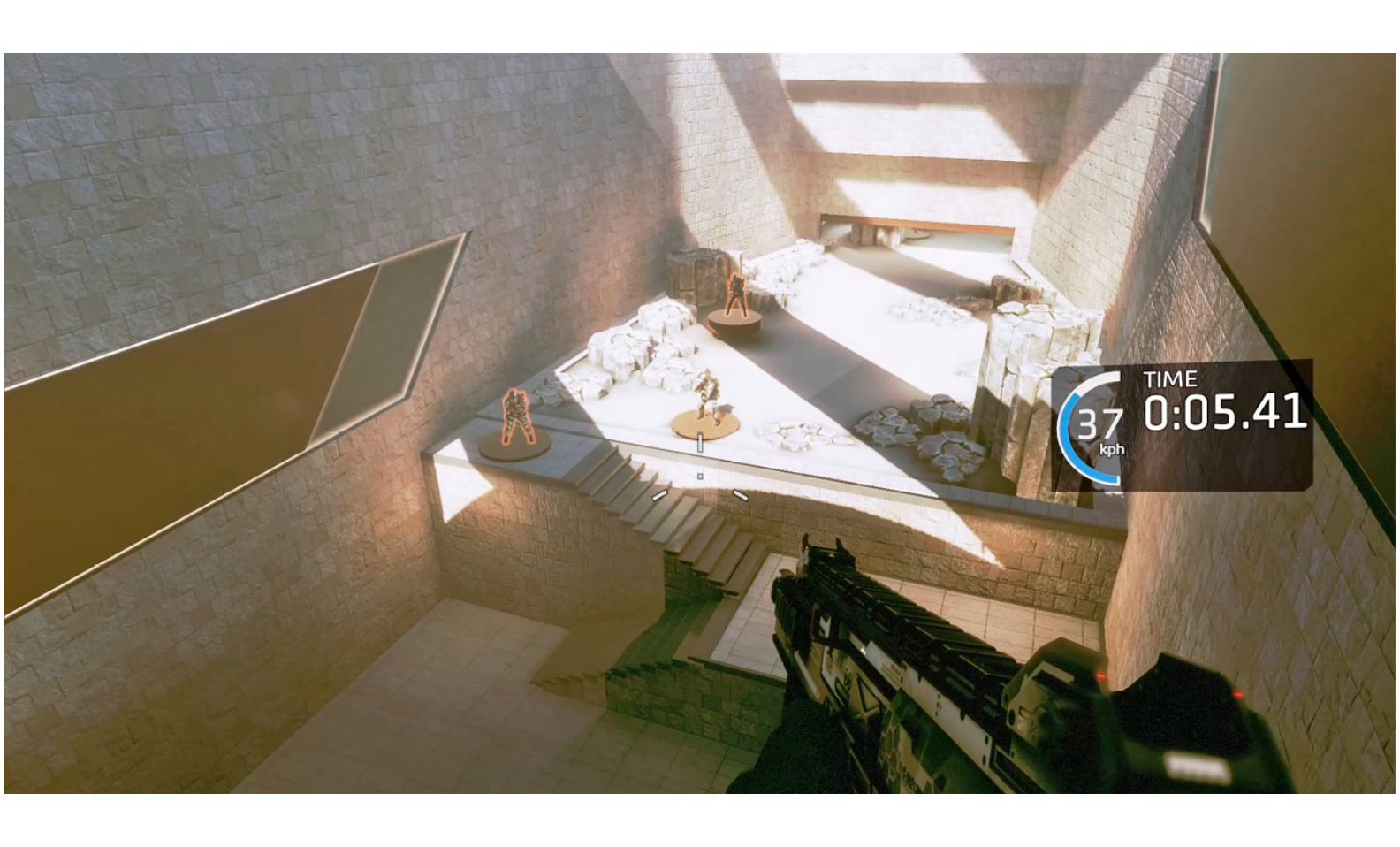
When you're ready, sprint out of the starting gate and immediately double jump toward the wall on the right to initiate a wallrun. While running along the wall, spot the cylindrical feature hanging from the ceiling to the left—jump to it and initiate another wallrun.



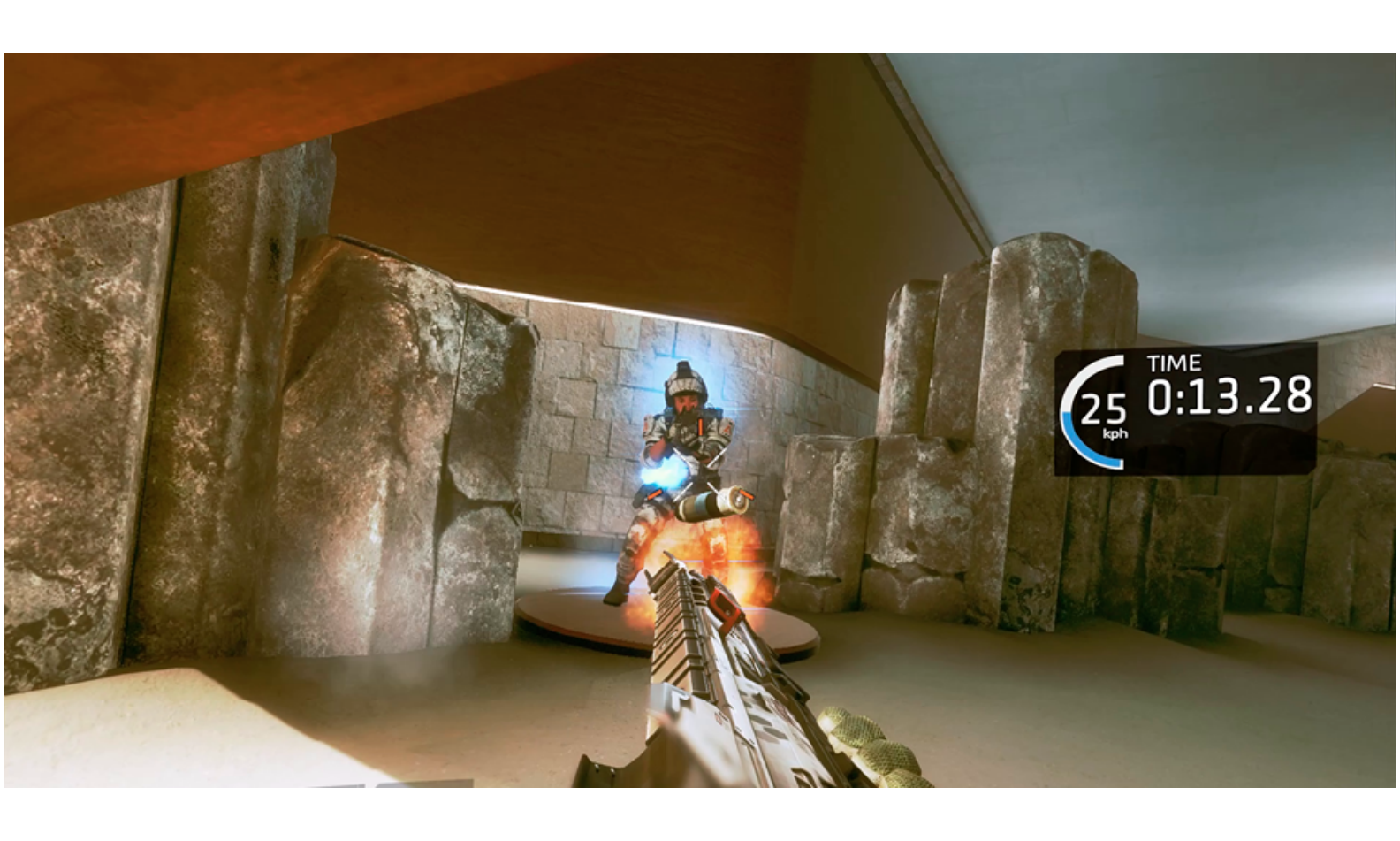
But don't stay on the cylindrical feature too long—jump back to the wall on the right and look down at the three grunts below. A well-placed Arc Grenade can take them all out.



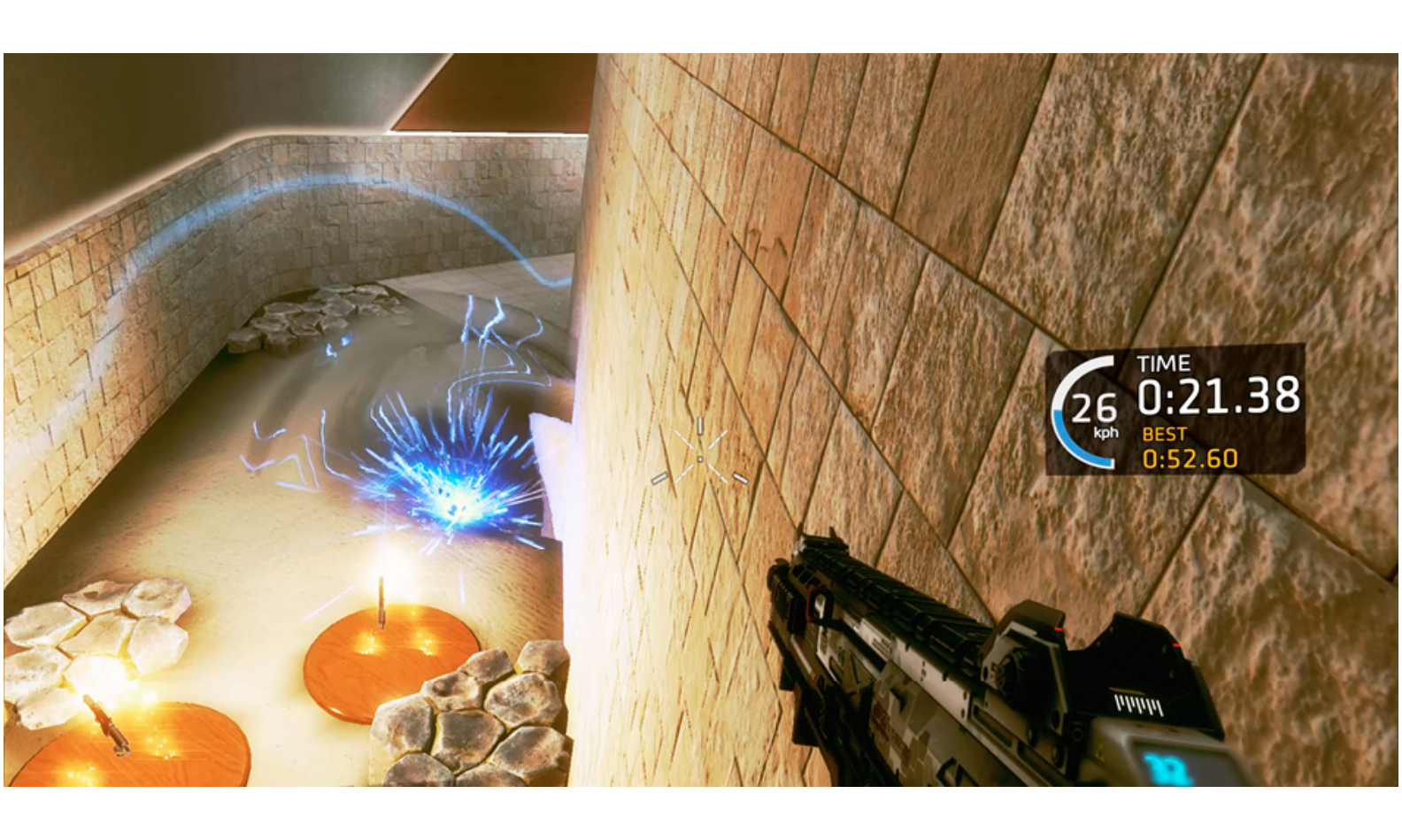
Drop off the wall and initiate a slide to pass through a small gap in the wall ahead. As you slide under the wall, shoot the two grunts on the other side—one to your left and one straight ahead. Before your slide comes to an end, jump toward the wall on the right and shoot two more grunts hiding below, separated by a rocky feature.



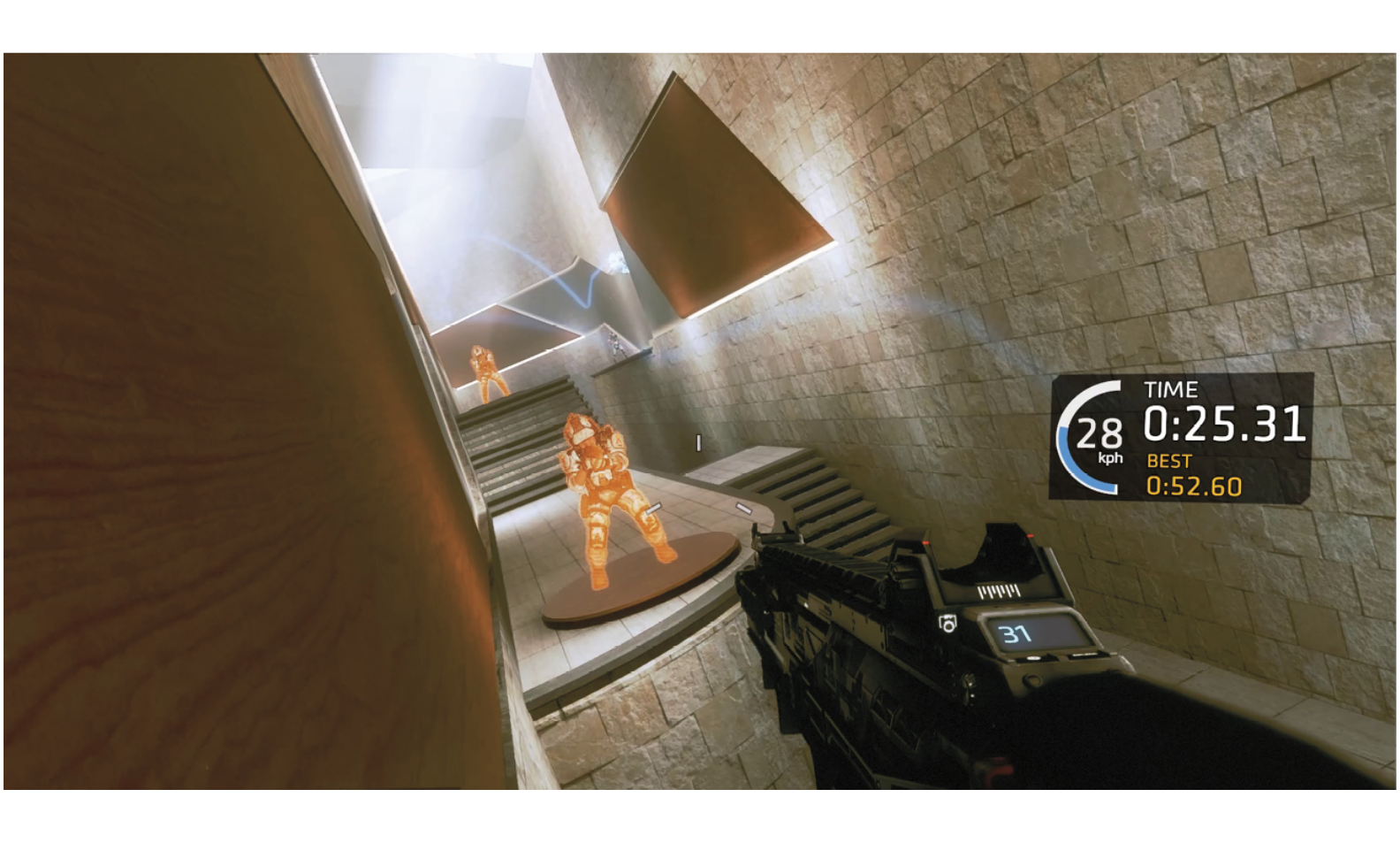
While still running along the wall on the right, toss an Arc Grenade toward the cluster of three grunts ahead. If tossed with accuracy, one Arc Grenade can take out all three targets. However, be careful not to land within the grenade's blast radius. The Arc Grenade can interfere with your Jump Kit, killing all speed and momentum.



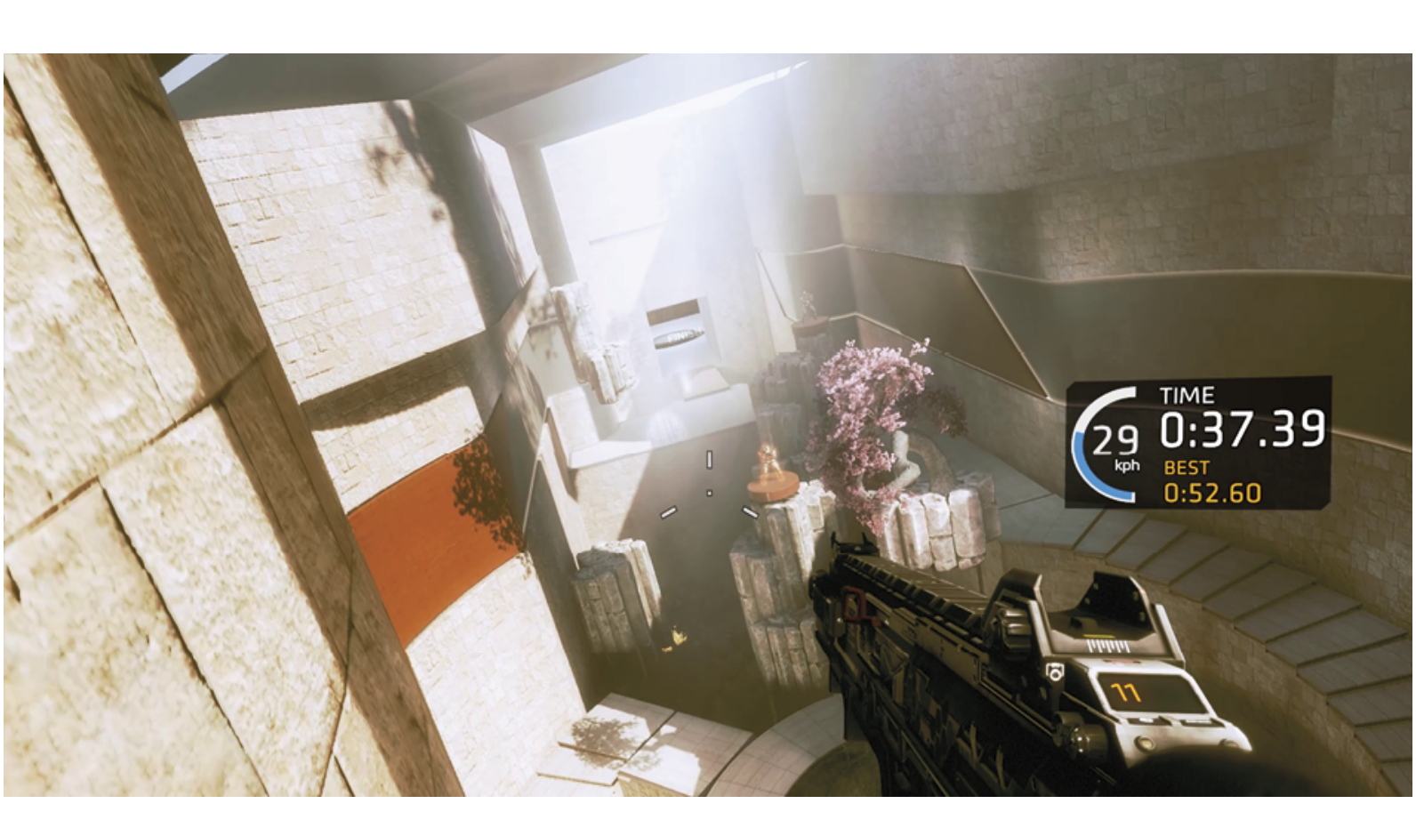
Next, double jump toward the wall on the left and target the two grunts ahead. Shooting while moving can be difficult, but from this angle both targets are along the same vertical plane, making it easy to transition. Next, dou ble jump toward the wall on the right and eliminate a third grunt on the ledge below.

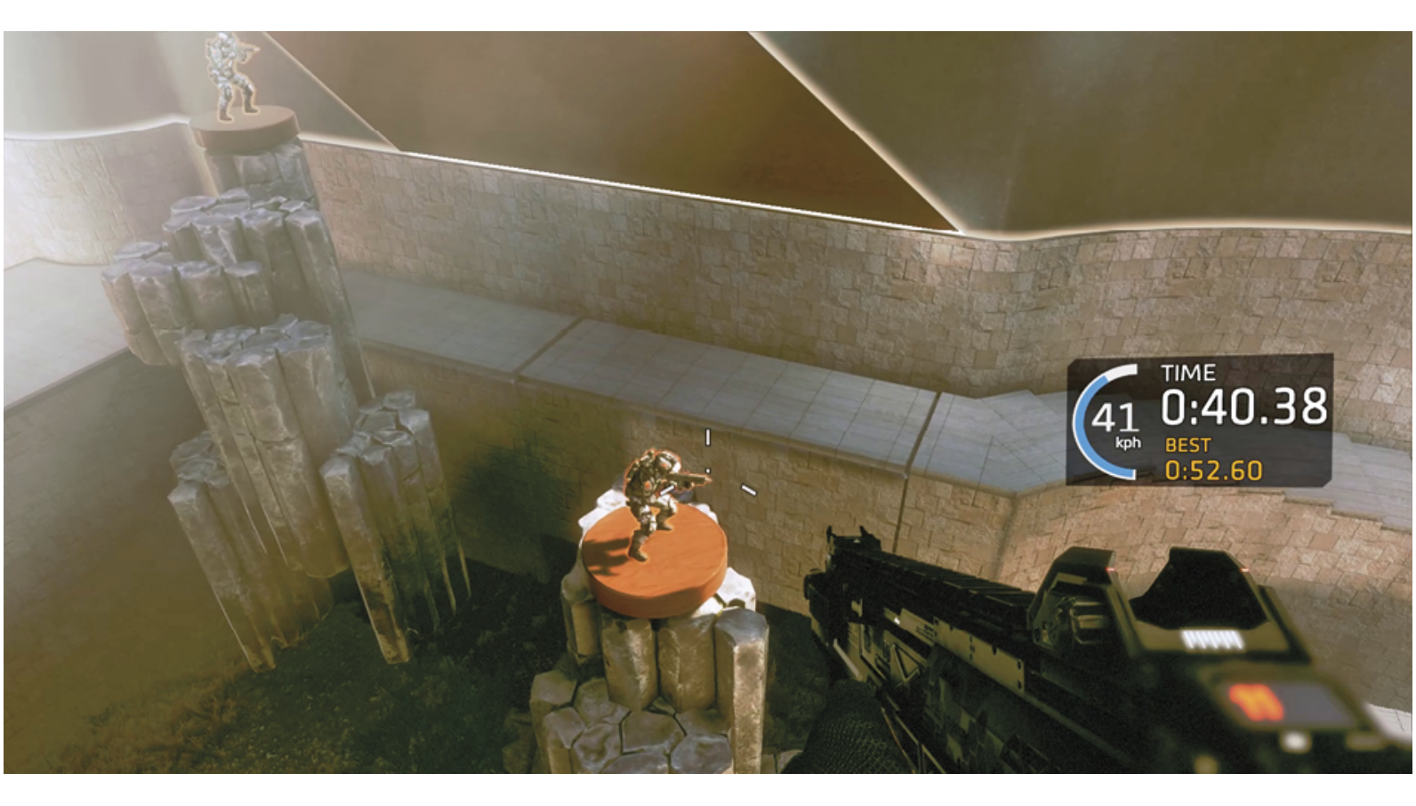


Continue running along the wall on the right toward the clearing ahead. As the tree with pink leaves comes into view, double jump toward the wall on the left and initiate a new wallrun. This wall curves inward, but as long as you stay put, you'll continue wallrunning.



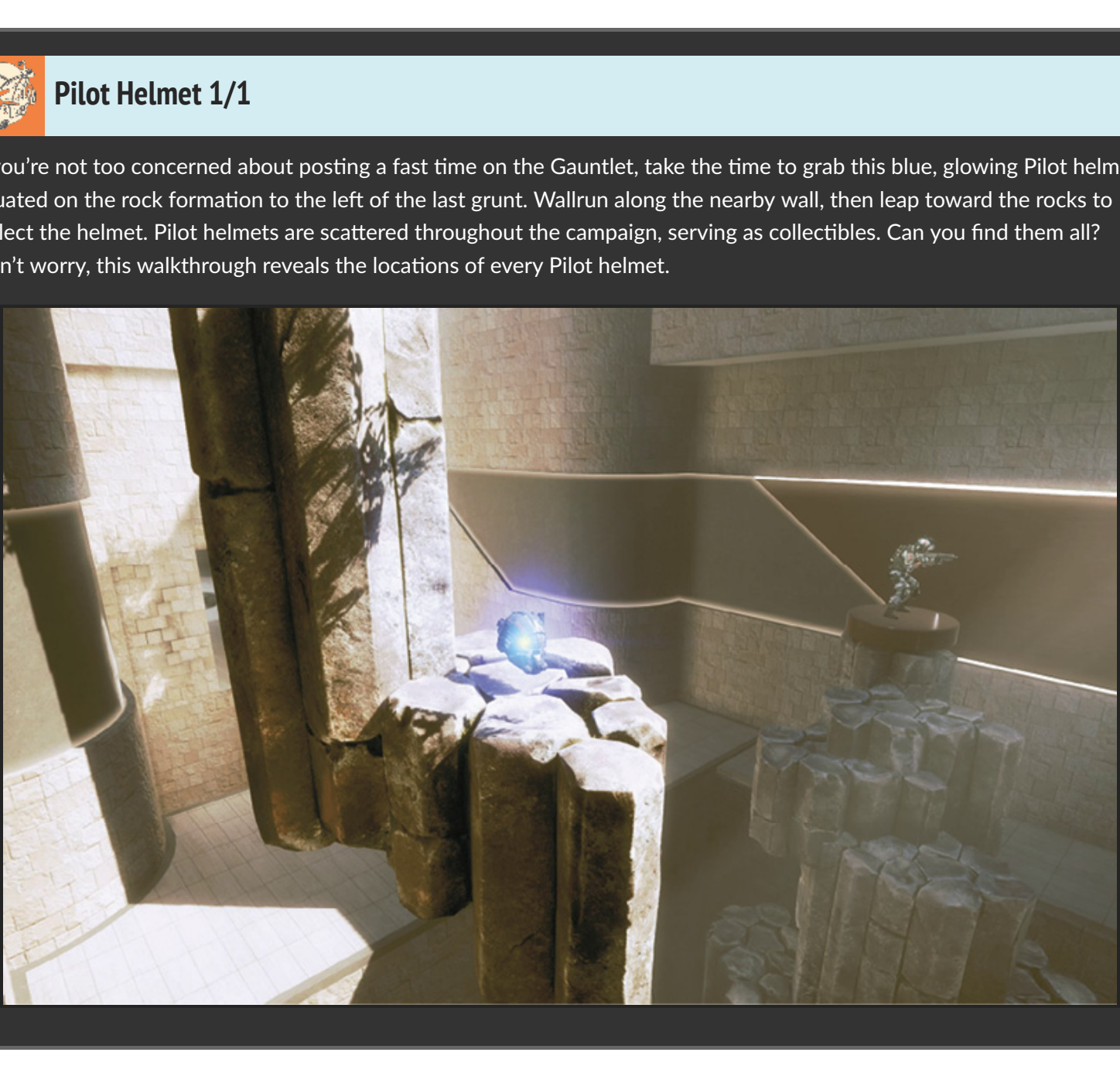
Look for the next grunt, standing atop a rock formation in the center of the room. Jump toward the grunt and shoot him while in midair. If you miss, finish him off with a melee strike. Landing where the grunt once stood, immediately double jump toward the wall on the right, shooting the final grunt who you will see standing atop a rocky pillar. Next, leap toward the finish line, sliding across the wooden platform to maintain speed.



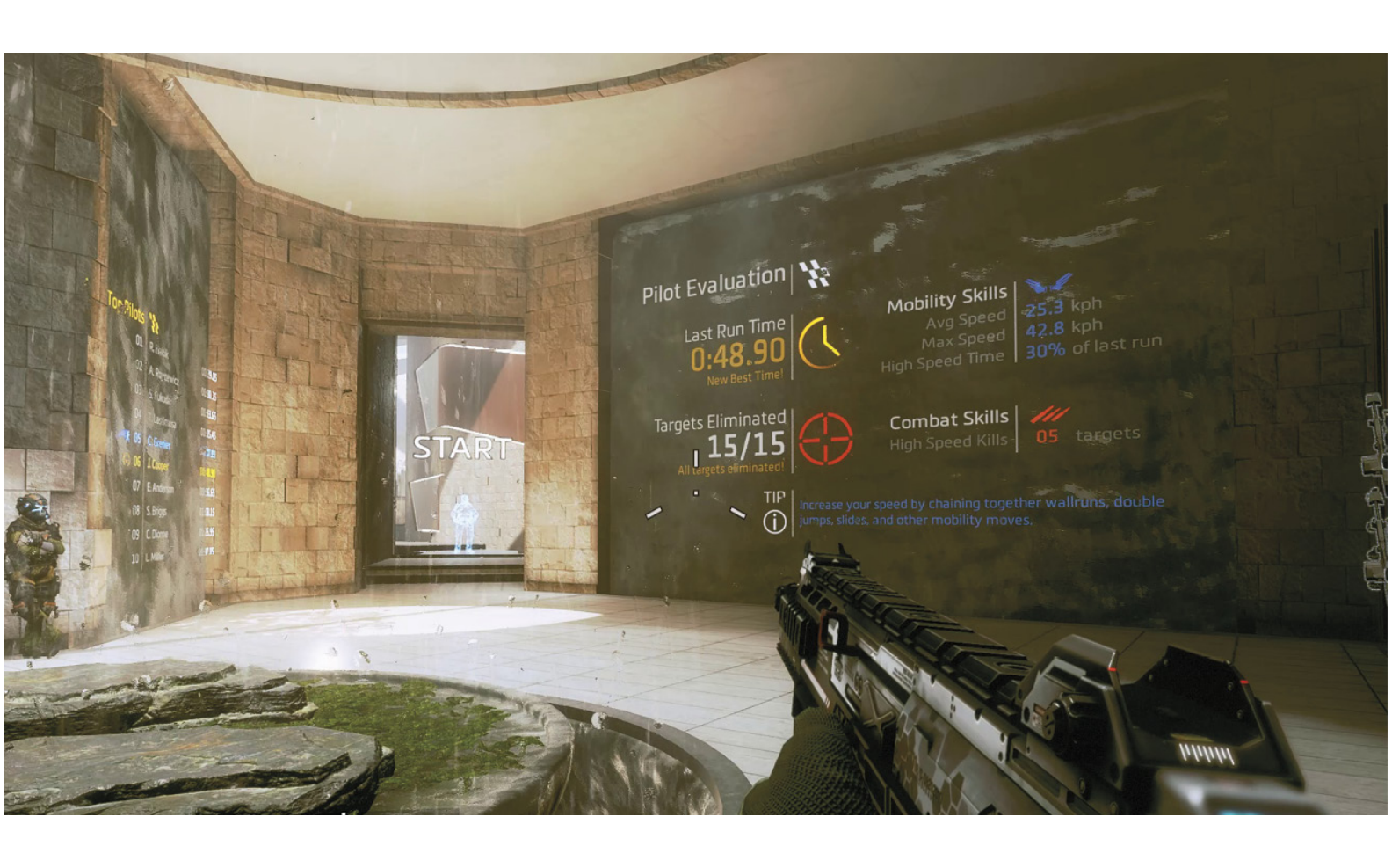


Pilot Helmet 1/1

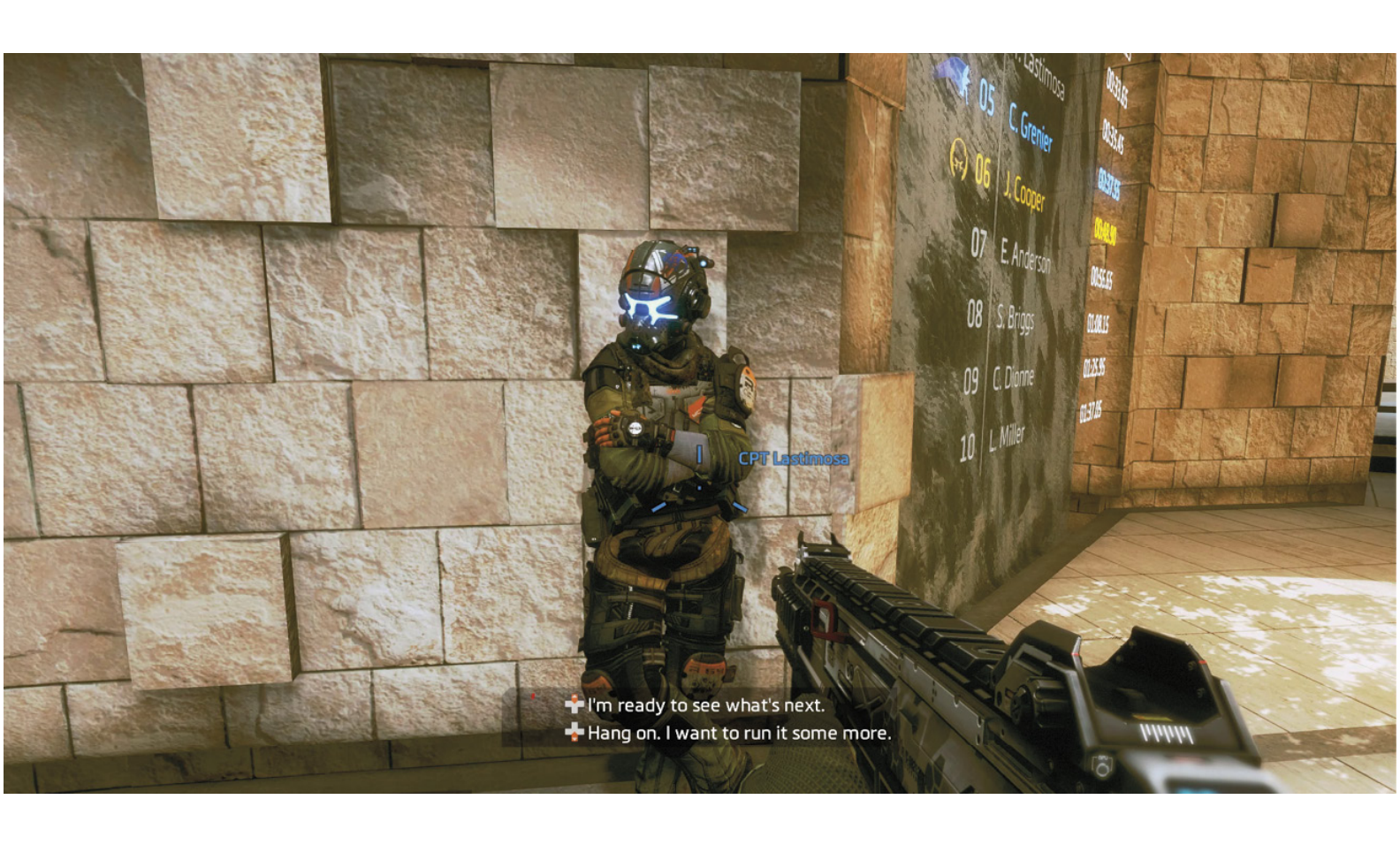
If you're not too concerned about posting a fast time on the Gauntlet, take the time to grab this blue, glowing Pilot helmet, situated on the rock formation to the left of the last grunt. Wallrun along the nearby wall, then leap toward the rocks to collect the helmet. Pilot helmets are scattered throughout the campaign, serving as collectibles. Can you find them all? Don't worry, this walkthrough reveals the locations of every Pilot helmet.



Upon your return to the Gauntlet's lobby, you can see your data displayed on the Pilot Evaluation screen. What was your time? What was your top speed? Did you hit all fifteen targets? There's a two-second penalty for each target you miss. Think you can do better? You can run the Gauntlet as many times as you like. Glance at the leaderboard next to the starting gate. Here you can see all the best times. During your next run, a holographic ghost will appear on the course, showing you the run of the player ahead of your position on the leaderboard. Study the moves of the ghost to see if you can do better. To advance your training, you must beat a time of 01:45.



When you're satisfied with your posted time on the Gauntlet, approach Captain Lastimosa and tell him you're "ready to see what's next." Throughout the campaign you'll have similar dialogue options. In this case, the options are present to help you advance through training. But in other situations dialogue branching is used to reveal story elements.

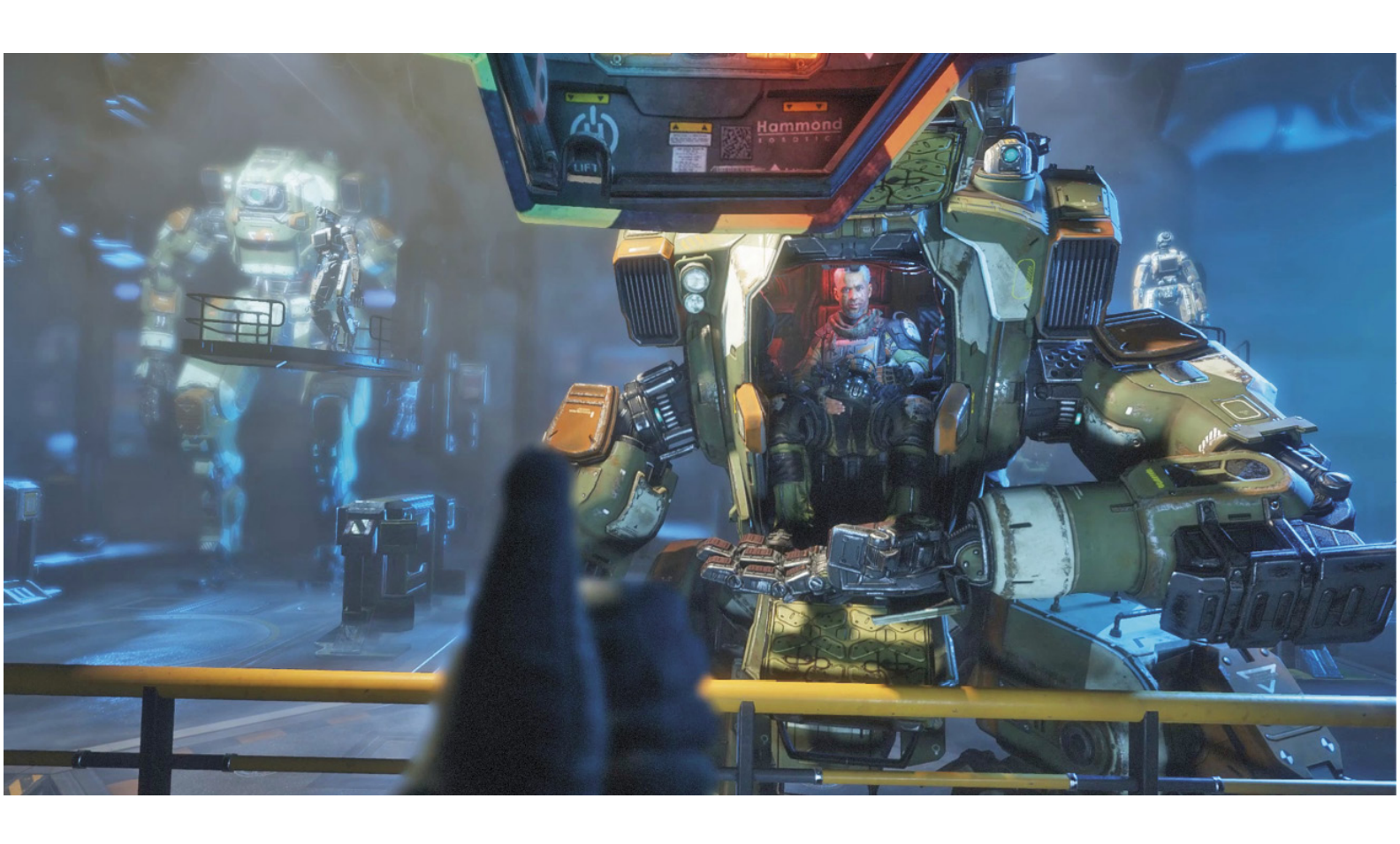


TITAN TRAINING

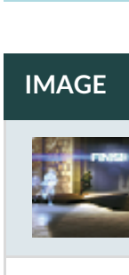
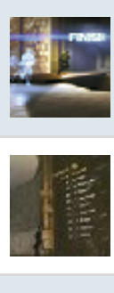
Once Cooper has completed the Gauntlet, Captain Lastimosa will feel he is finally ready to get some hands-on simulation training with a Titan. As the new training module loads, Lastimosa points out his own Titan in the distance. BT-7274 is a Vanguard class Titan, the first chassis the Militia designed by themselves. Now it's your turn to call in your first Titan. Aim just to the right of BT-7274 and initiate Titanfall. But something's wrong. Just as your Titan rockets toward the surface, the simulation shuts down. It appears your training is over...for now.

A CALL TO ARMS

As the doors of the Simpod open, the crew of the MCS James MacAllan are at full alert. The fighting on Typhon has commenced, and Militia forces are struggling against the IMC. Captain Lastimosa promises to resume your training later. But, for now, you're both needed on Typhon.



ACHIEVEMENT AND TROPHY CHECKLIST

IMAGE	NAME	DESCRIPTION
	The Student...	Beat Pilot Anderson's Gauntlet ghost recorder time
	...Becomes the Master	Place in the top 3 on the Gauntlet scoreboard
	The Graduate	Complete training (Secret)

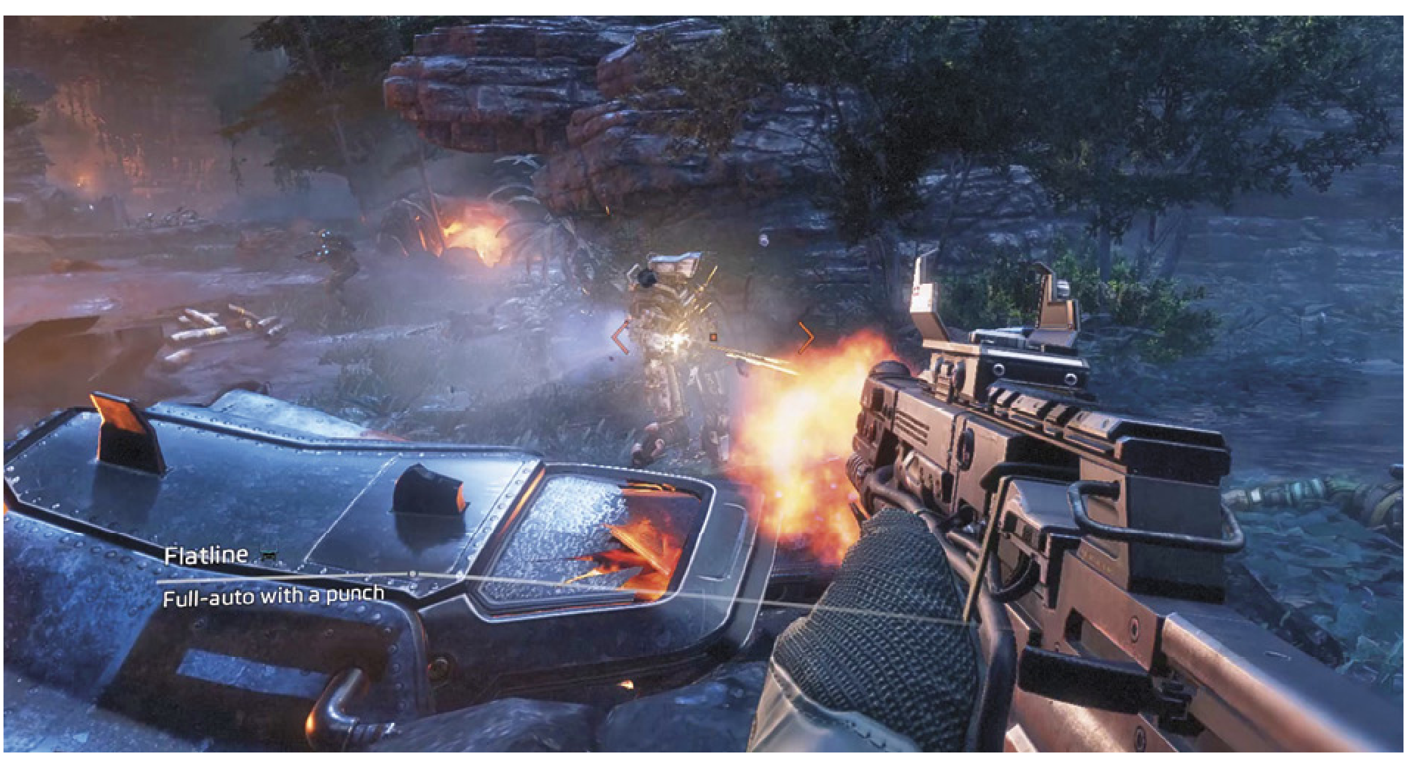
TITANFALL 2

BT-7274

Assault on Typhon

Rocketing toward the planet Typhon in a Drop Pod, rifleman Jack Cooper finds himself thrust in the middle of the latest conflict between the Militia and the IMC. Radio chatter suggests the Militia may have been drawn into an ambush. The MCS James MacAllan has taken heavy damage from the IMC's surprisingly robust orbital defense systems. A call to abandon ship echoes through Cooper's comm system. If the battle above Typhon is any indication, the fight on the planet's surface won't be a walk in the park...

Shortly after Cooper's lifeboat impacts Typhon's surface, the hatch blows free, revealing a chaotic firefight between Militia troops and IMC Spectres on the planet's surface. Armed with the Flatline Assault Rifle, take aim at the nearby Spectres. For best results, aim the glowing red "eye" at their heads. The Flatline is a standard-issue rifle carried by most Militia riflemen. While it's capable of full-auto fire, it's best to fire this weapon in short bursts to maintain accuracy and preserve ammo. Cooper is also equipped with the P2016 Semi-Auto Pistol. Make a habit of drawing your secondary weapon to finish off targets—it's much faster to switch weapons than it is to reload. Take down the nearby Spectres, then follow your comrades across the battlefield.

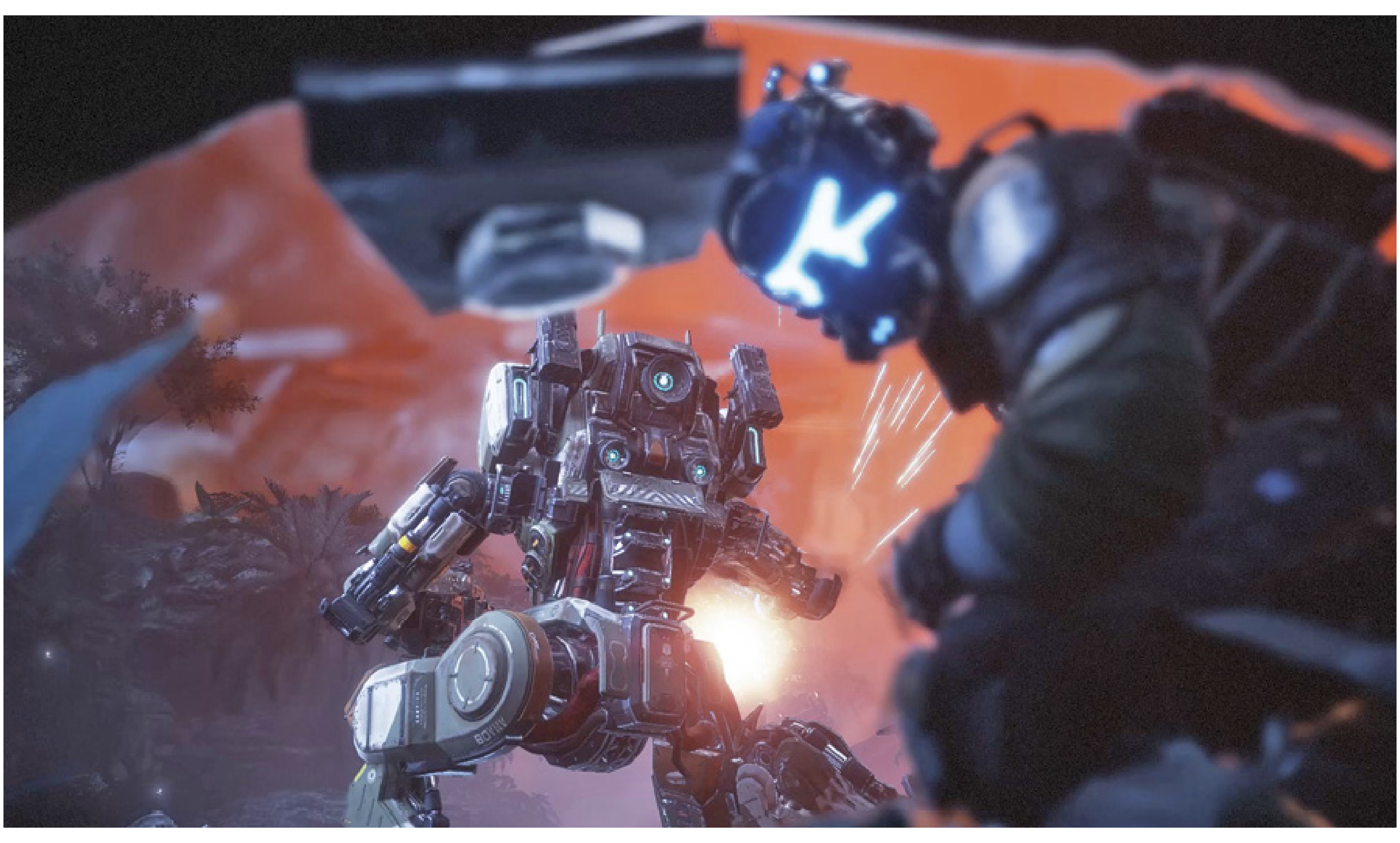


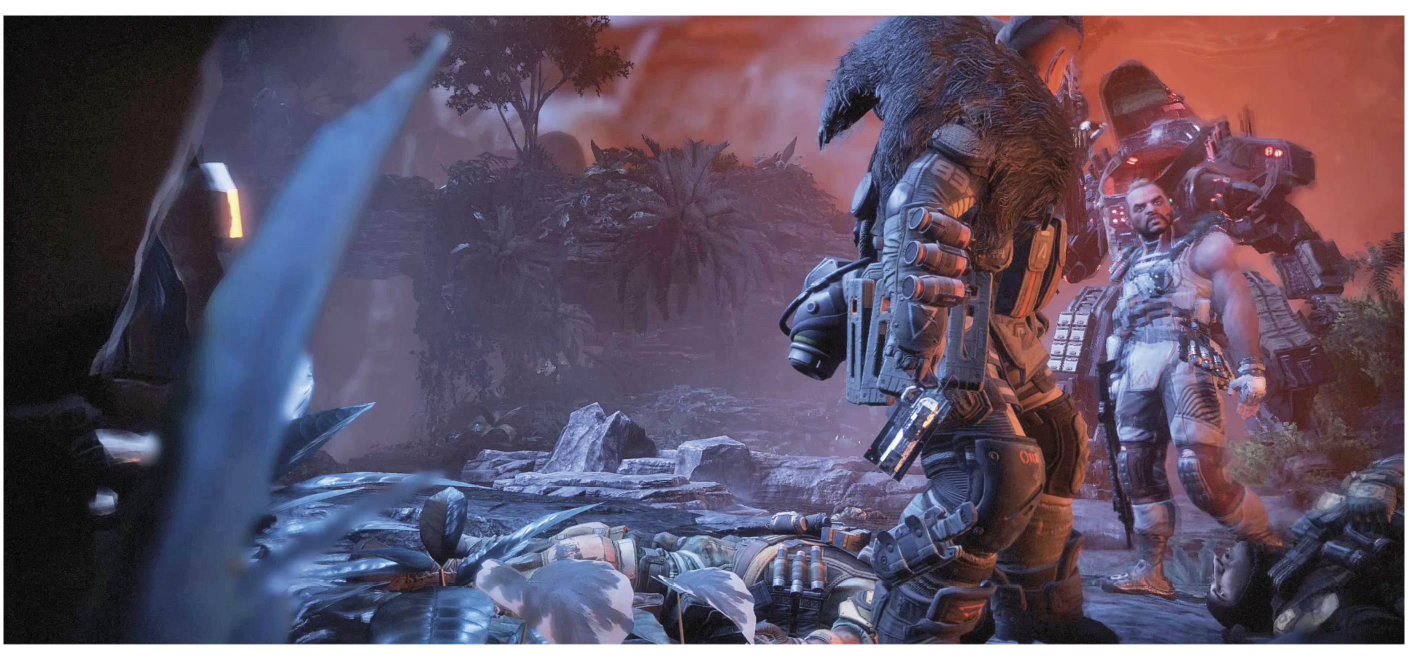
For increased accuracy, aim down your weapon's sights while returning fire. This provides a slightly magnified view of your target, making it easier to land those critical headshots. As you score hits on a target, the crosshairs on the HUD bloom. By default, these hit indicators are white. But if you score a critical hit, the hit indicators are red. Make note of where you're aiming when these red hit indicators appear. This will help you identify weak spots on each enemy you encounter.

WEAPON PICKUPS

You can pick up weapons dropped by fallen enemies—Spectres often drop the Volt SMG. However, when you pick up a weapon, the weapon you have equipped will be dropped. You can carry up to two weapons at a time, so take your loadout into consideration as you proceed through the campaign. As a rule, it's a good idea to keep a close-range weapon, like a pistol, shotgun, or SMG, and a long-range weapon, like an assault rifle or sniper rifle. As ammo becomes scarce, switching weapons becomes essential. So don't get too attached to your guns. They're just tools designed to keep you alive.

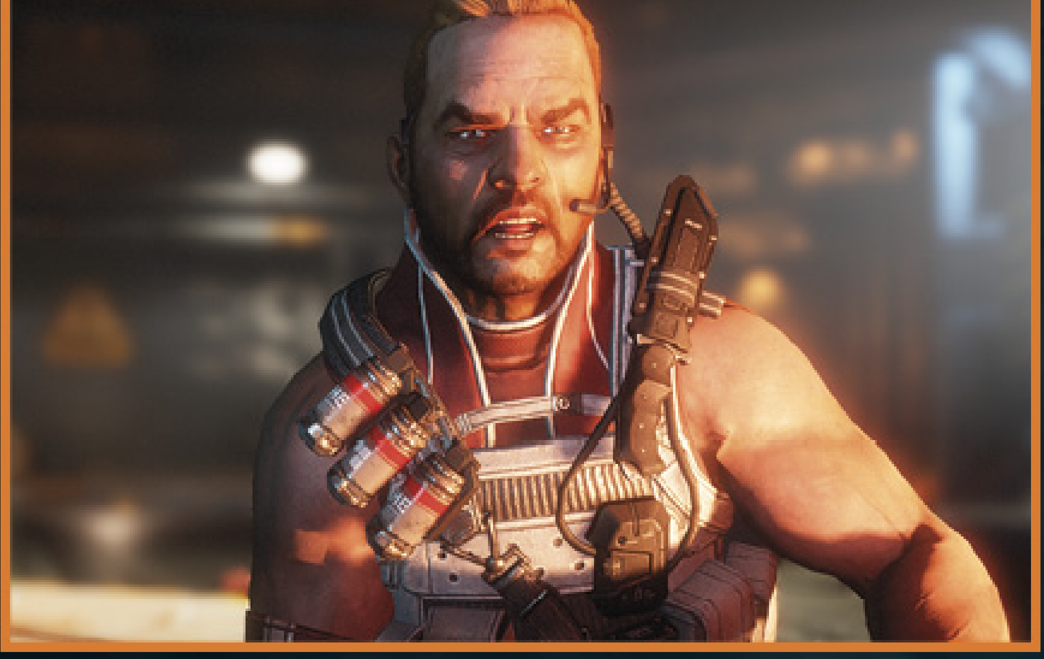
As you near a clearing, an IMC Titan comes crashing down from the sky, throwing you off your feet. Just as it's about to crush you, BT-7274 (Captain Lastimosa's Titan) intervenes, slamming the enemy Titan to the ground. Realizing you've been injured, Captain Lastimosa exits BT-7274, pulls you to safety, and administers first aid. Whatever he injects you with makes you groggy. Through blurred vision you witness Lastimosa and BT-7274 valiantly fend off multiple enemy Titan attacks. But they're outnumbered. Before long, BT-7274 is flanked and neutralized while you helplessly watch. Apparently the drug is working—everything goes dark.





As you slip in and out of consciousness, you see one of the mercenary Titan Pilots (Richter) loot the body of a fallen Militia soldier. Richter's interrupted by Kuben Blisk, leader of the Apex Predators—apparently his mercenary group has been hired by the IMC. Blisk mentions something about an Ark. Is this what they've been hired to protect? As Richter and Blisk resume their work, you drift back into darkness.

Kuben Blisk



Faction: Apex Predators

Role: Leader of Apex Predators

Age: 44

Skills: Ex-special operations commander for the IMC, and former IMC Titan test Pilot.

Personal Titan: Legion

History: Branded a war criminal by the Militia, Blisk is a mercenary in the employ of the IMC's ARES Division. He's been charged with providing "customized security services" for General Marder's operations on Typhon.

"If brute force isn't working, you're not using enough." —Blisk

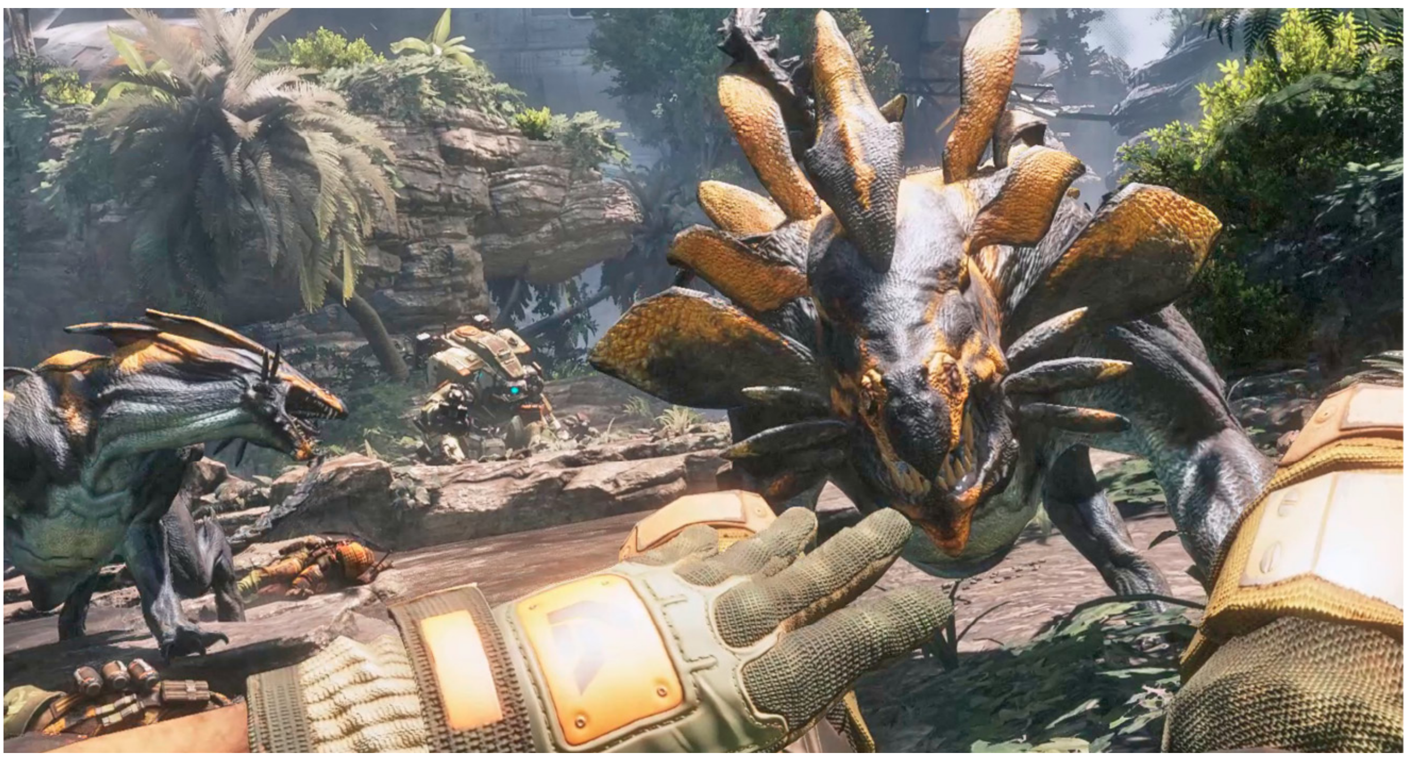
TITANFALL 2

BT-7274

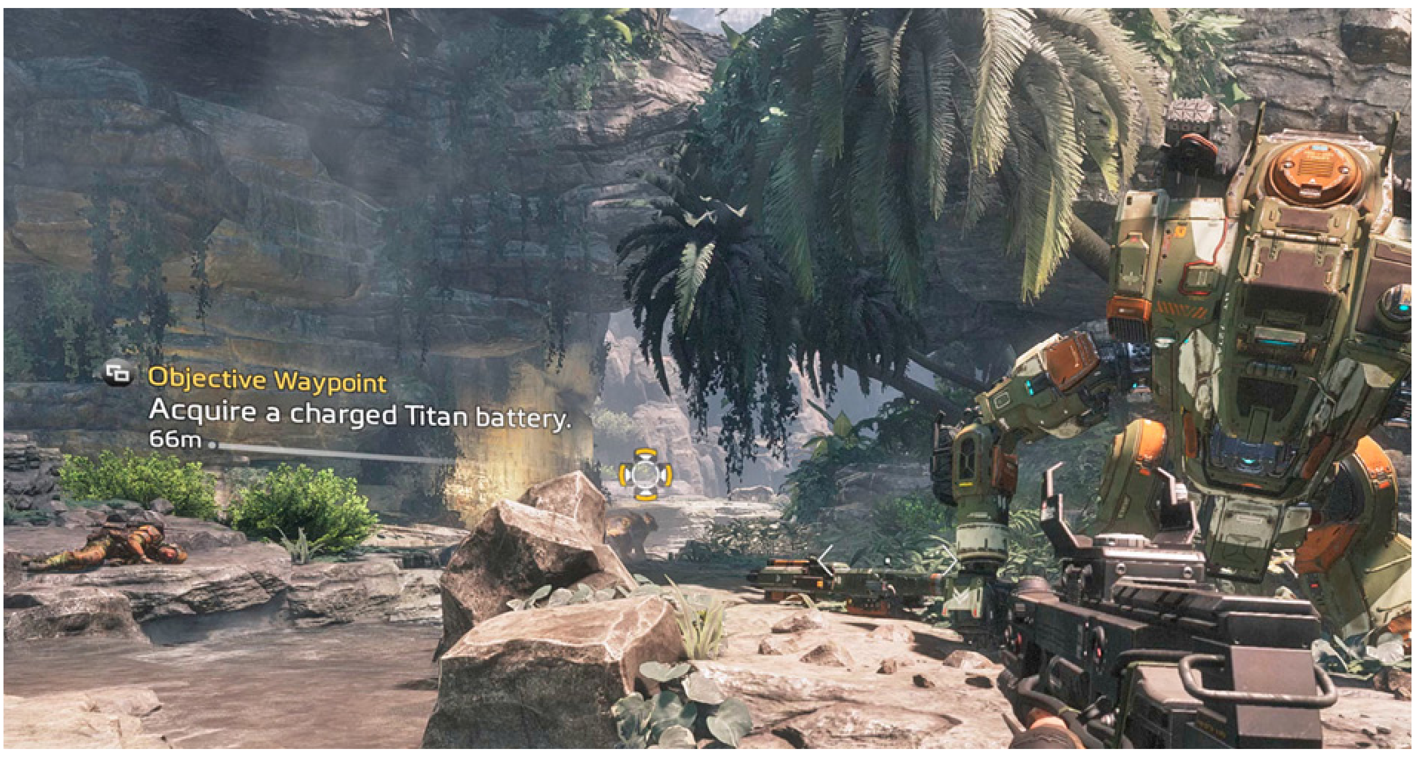
Field Promotion

The sounds of war have faded—but something is nearby. You wake to find a large reptilian creature tugging at your boot. This is a prowler, a prime example of Typhon's less hospitable inhabitants. A second prowler feasts on the corpse of a Militia soldier in the distance. Just before you're about to become a prowler meal, BT-7274 lifts a X0-16 Chain Gun and eliminates both creatures.

BT-7274 is clearly heavily damaged from the battle. The Titan attempts to stand but soon falls to its knees. A mortally wounded Captain Lastimosa spills out of BT's cockpit. Approach Lastimosa and interact with his body in an attempt to assist. But even Lastimosa knows his time is up—he asks BT to transfer authorization to you. Lastimosa then turns to you, asking you to use his helmet and Jump Kit.

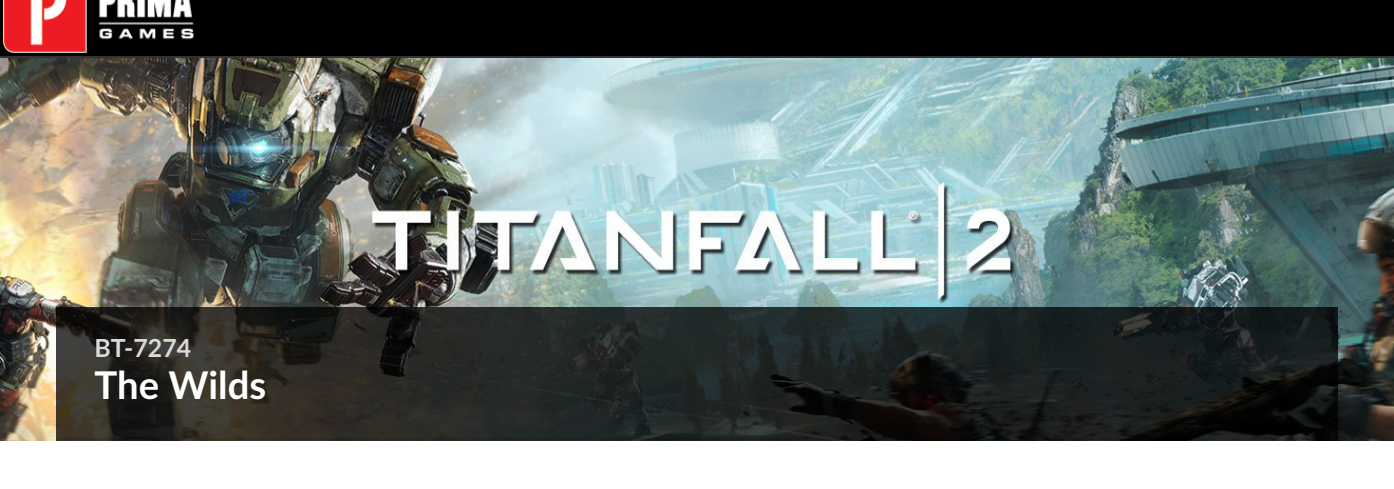


After burying Lastimosa in a makeshift grave, Cooper dons the deceased captain's helmet. Once the system initializes, return to BT, which is still slumped over nearby. Before BT can become operational, he'll need a new power source. The Titan automatically scans the surrounding area and eventually finds a battery inside the wreckage of the MCS James MacAllan. The path to the battery is marked on the helmet's HUD by a waypoint.



COOPER'S LOGBOOK

I always wanted to be a Pilot, but not like this. Captain Lastimosa is KIA. The James MacAllan had been shot down. What's left of the 9th fleet is scattered in lifeboats crash landing all over Typhon. Maybe some of the capital ships escaped—I have no way of knowing for sure. This is enemy occupied territory, and the IMC will be looking for all of us.

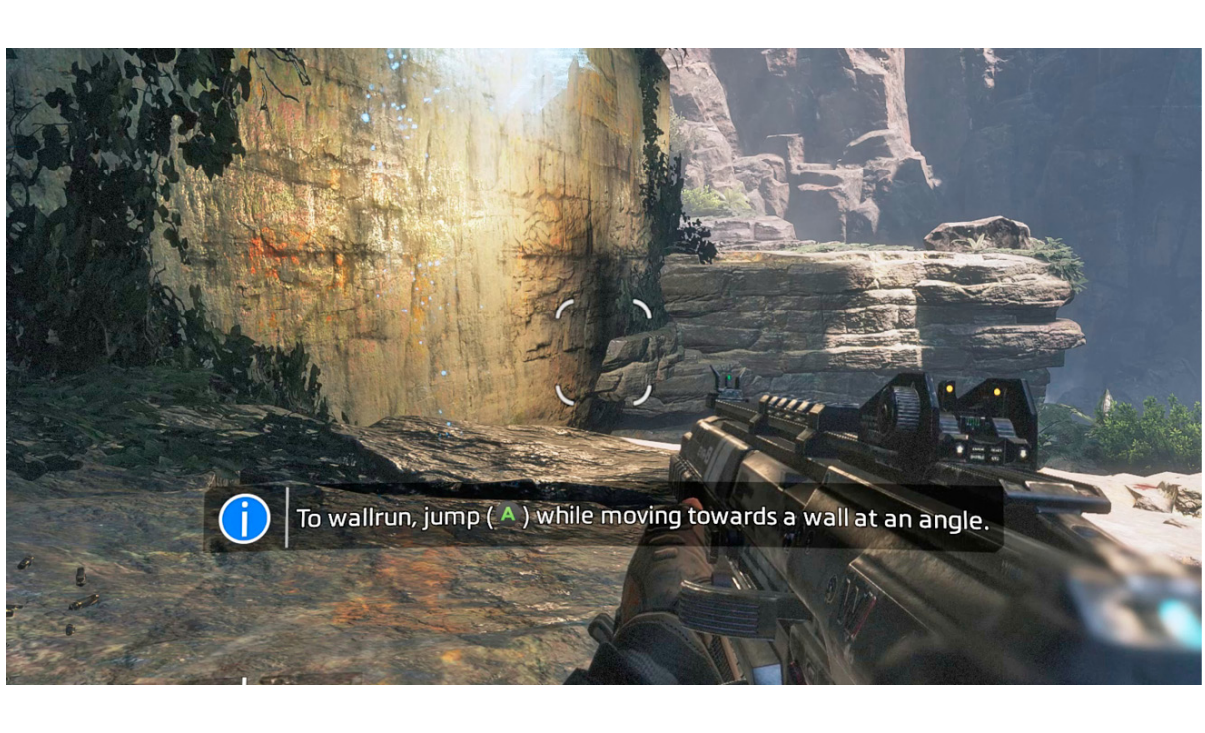


TITANFALL 2

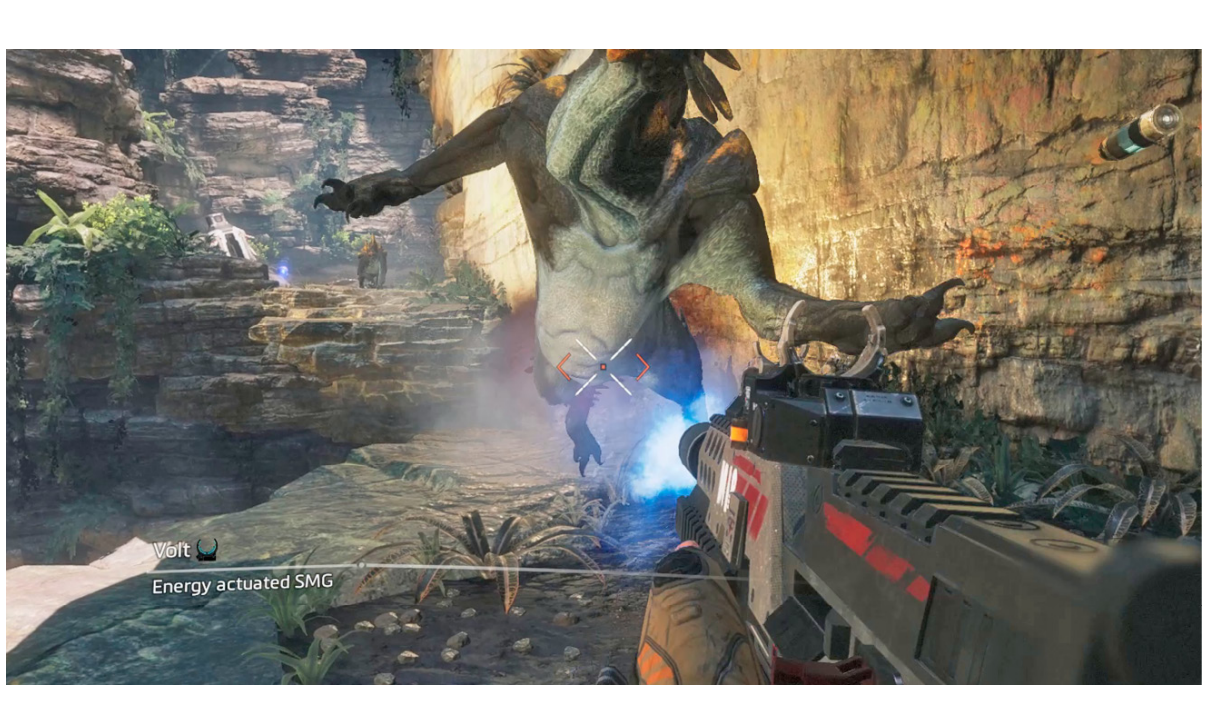
BT-7274

The Wilds

Turn toward the waypoint marker on your HUD—a couple of prowlers can be seen lurking in the distance. Raise your weapon and pick off the prowlers before they get too close for comfort. When they take damage, prowlers immediately charge, so be ready to empty several rounds into these vicious creatures. Scoring headshots expedites the process. An EVA-8 Auto Shotgun can be found along the nearby stream. Shotguns are ideal for dealing with charging prowlers. After dispatching the prowlers turn your attention to the stone wall to the left. You'll need to wallrun along this wall to cross this shallow gap. When your reach certain obstacles, a holographic ghost runner appears, showing you exactly how to proceed. Start the ghost runner animation and follow along. If you fall, don't worry—you can easily climb back to the starting point and try again.

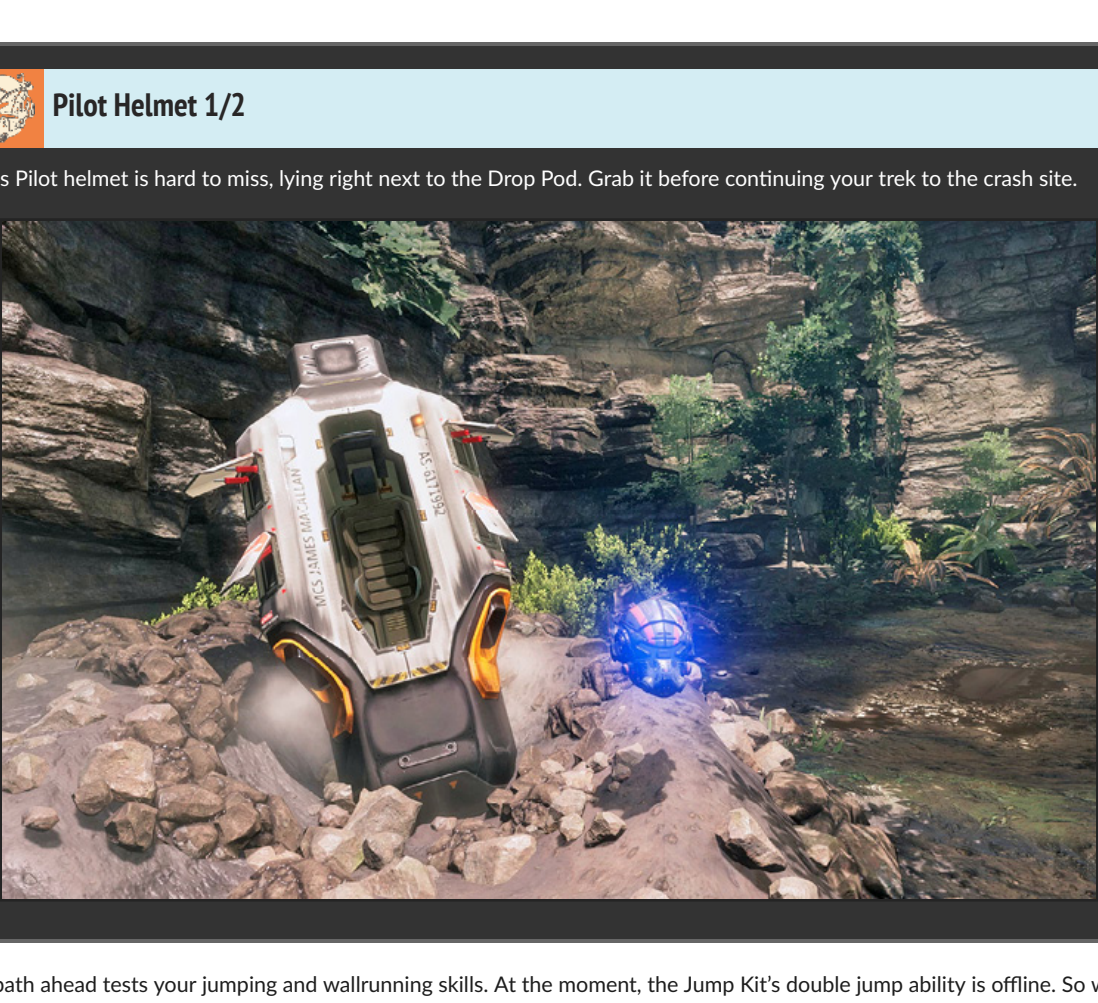

To wallrun, jump (A) while moving towards a wall at an angle.

A few dead Militia riflemen lie scattered in the narrow canyon ahead. One of them has dropped an R-201 Carbine. Your new helmet picks up enemy radio chatter—apparently this Ark is under heavy security. Continue forward until you come to another wallrun obstacle. Before running along this wall on the right, dispatch the two prowlers waiting on the other side. Don't be surprised if they leap the gap and attack. Once the prowlers are down, complete the wallrun and approach the Drop Pod on the other side. There's something glowing next to it…

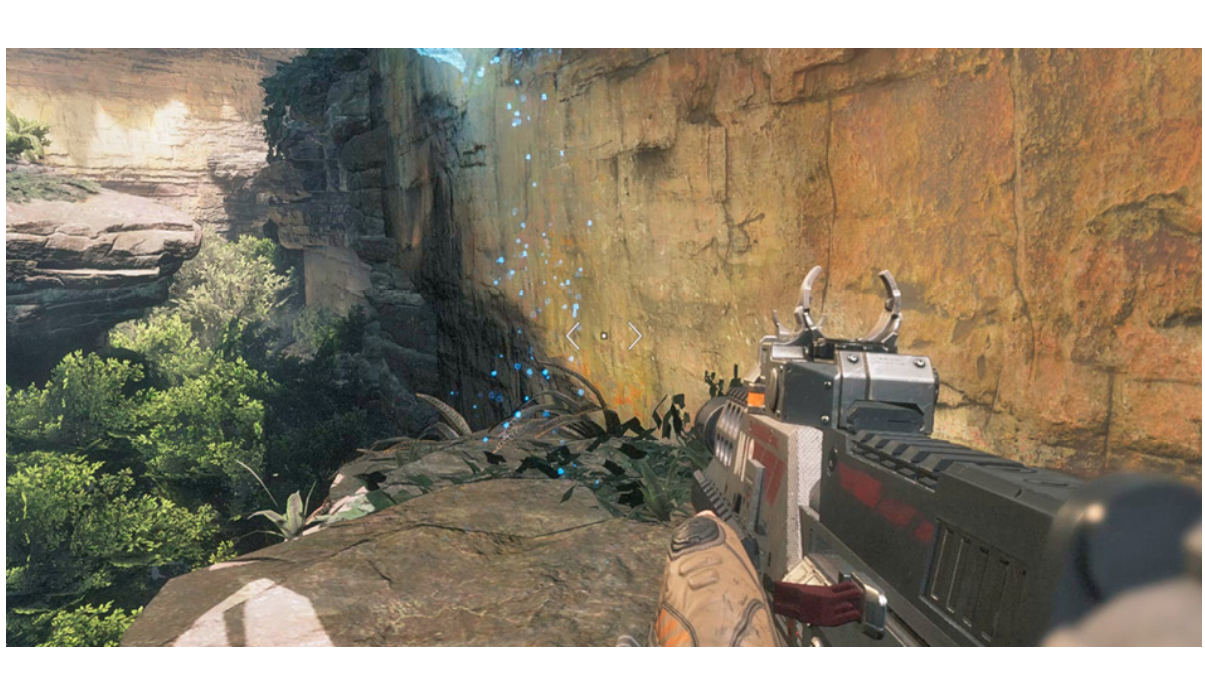


Pilot Helmet 1/2

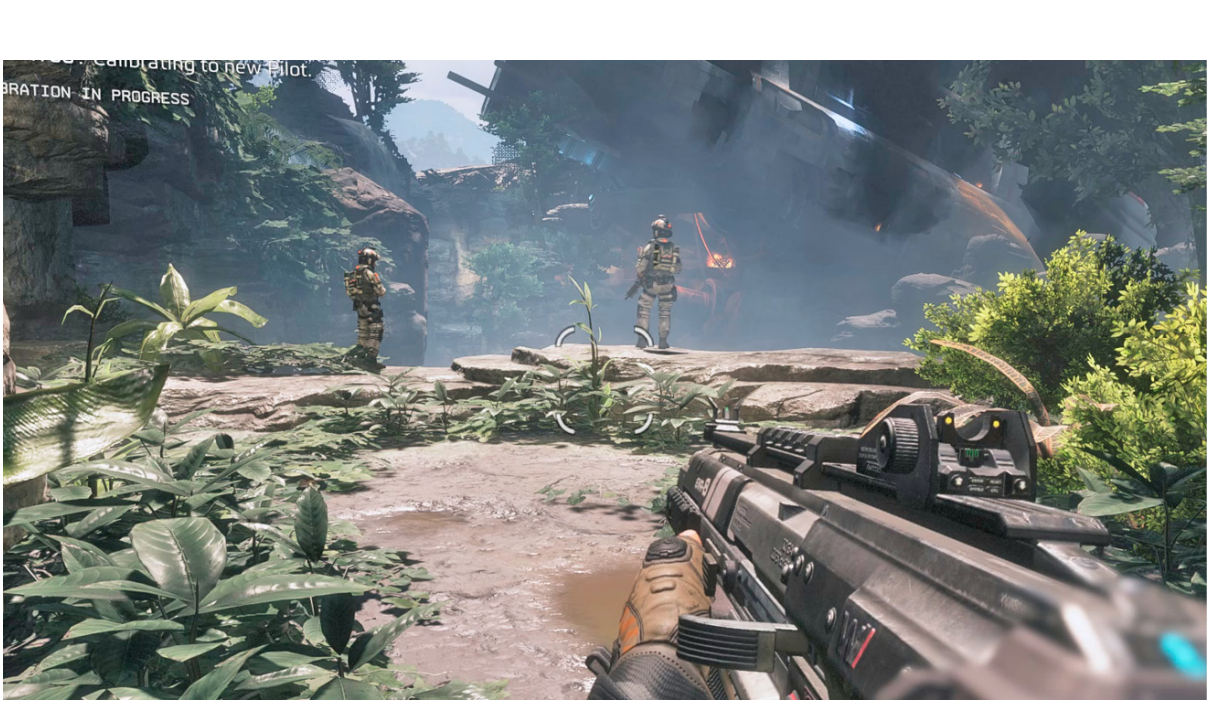
This Pilot helmet is hard to miss, lying right next to the Drop Pod. Grab it before continuing your trek to the crash site.

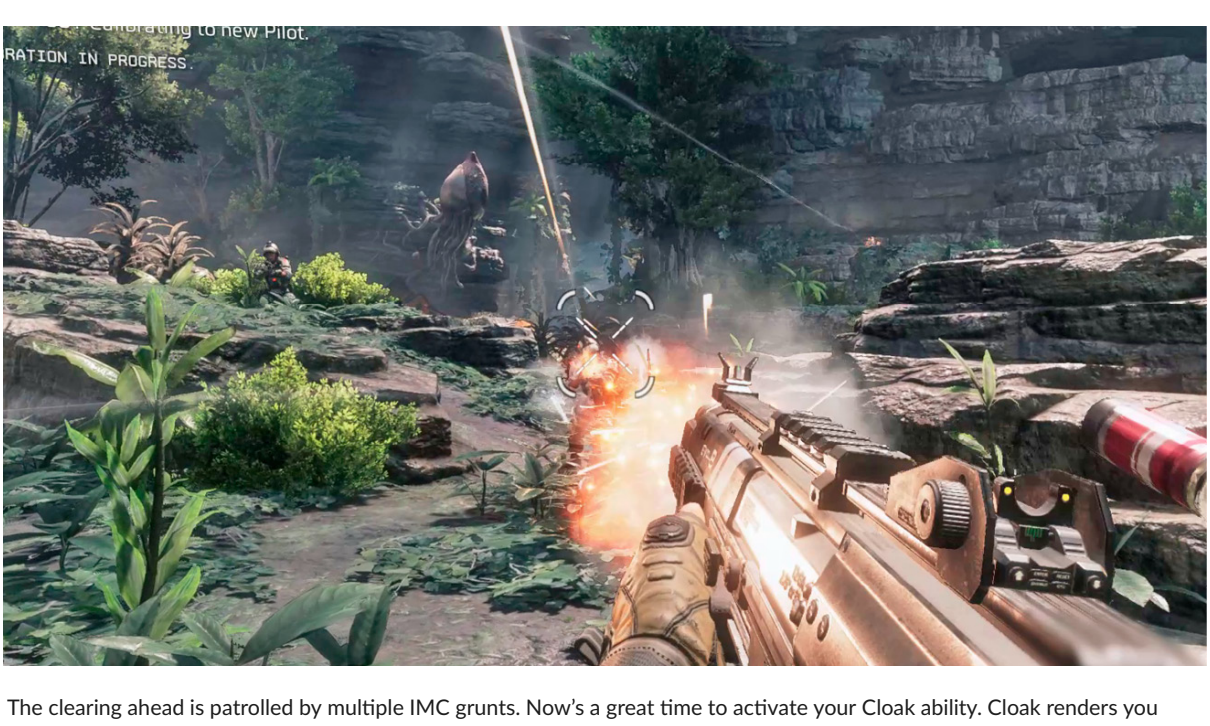


The path ahead tests your jumping and wallrunning skills. At the moment, the Jump Kit's double jump ability is offline. So when completing a wallrun, you can only jump once. For this reason, maintain contact with walls as long as possible when performing wallruns. If you're unsure how to overcome an obstacle, view the ghost runner animation.



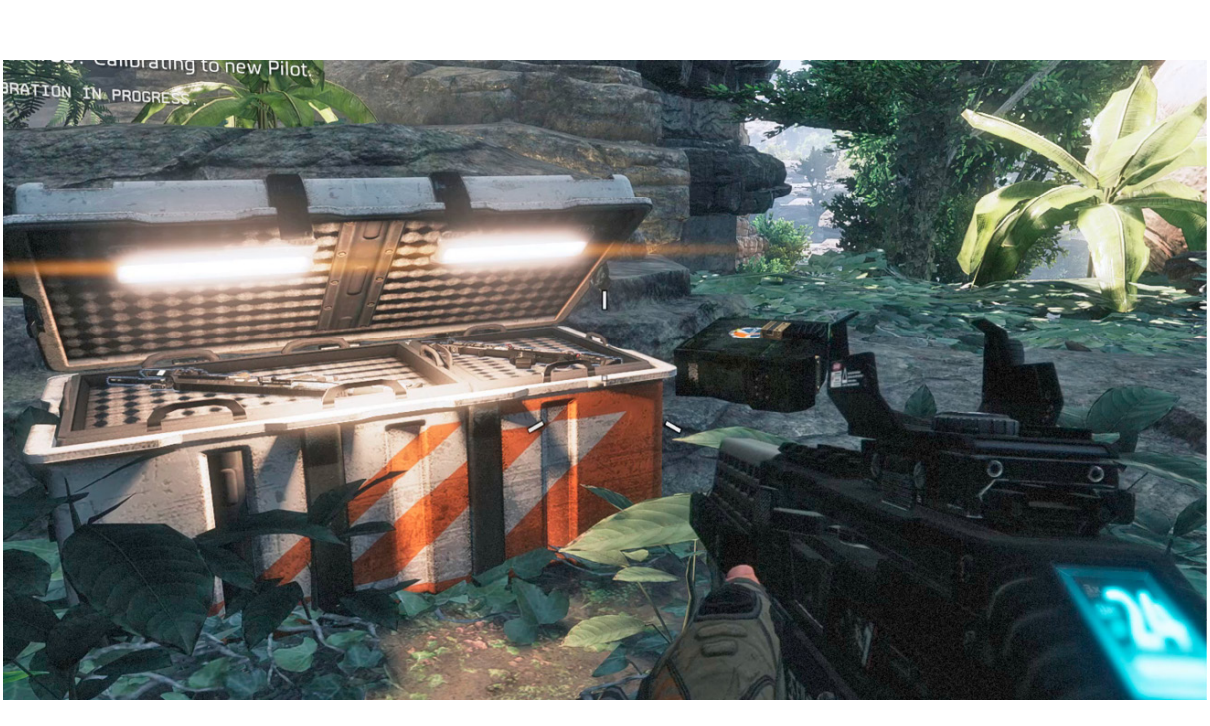
Just ahead, a couple of IMC grunts stand on a ledge—their backs are turned to you. Sneak up behind one of the grunts and perform a melee strike. Your cover is blown as soon as you attack, so be ready to gun down the second grunt. One well-placed shot from the EVA-8 Auto Shotgun should do the trick. A third grunt patrols the adjoining path to the left. Take him down before he can retaliate. The third grunt drops a Hemlok Assault Rifle. Consider making this burst-fire weapon your long-range option.

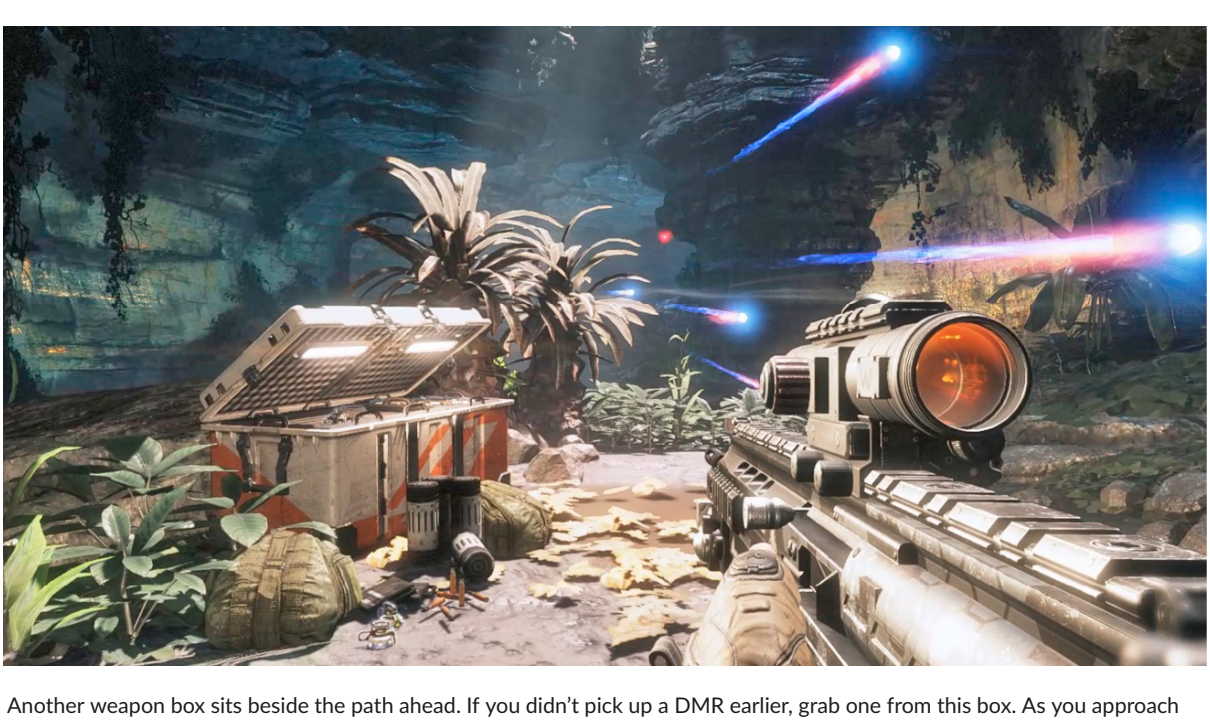




The clearing ahead is patrolled by multiple IMC grunts. Now's a great time to activate your Cloak ability. Cloak renders you invisible for a few seconds, making it great for staging ambushes or quick escapes. Using Cloak and your arsenal of weapons, sneak around the clearing and take out one IMC grunt after another. Cloak has a cooldown, so you can't use it repeatedly. When Cloak isn't available, use the various rocks for cover and concealment. When possible, try to sneak up behind enemies to perform melee takedowns. Watch for more grunts firing from the nearby Cliffside, The Hemlok is ideal for taking down these distant threats. If you're having trouble spotting these grunts, look for muzzle flashes or follow the vapor trails of passing bullets back to the shooters.

Once incoming fire has ceased, locate a zipline and ride it to the path on the other side of the canyon. Pilots can ride ziplines in any direction, so keep your eyes peeled for these handy transportation options. On the adjoining path you'll find a weapon box containing an R-201 Carbine and a DMR. Swap out your chosen long-range weapon for the DMR. This high-powered semi-auto assault rifle has a magnified optic, ideal for precise long-range shooting. Peer down into the crevasse below and look for more IMC grunts standing near another weapon box. Pick them off from a distance using the DMR. Soon after you approach the second weapon box, the Jump Kit's double jump ability will come online, allowing for more dynamic movement.

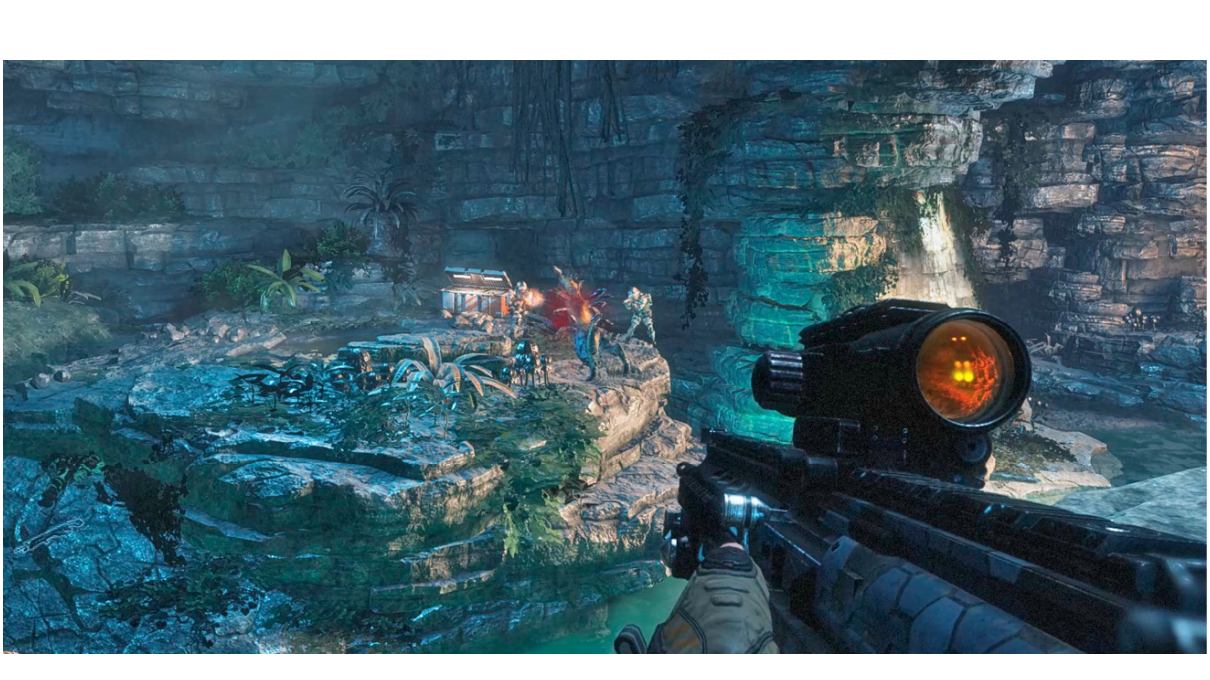


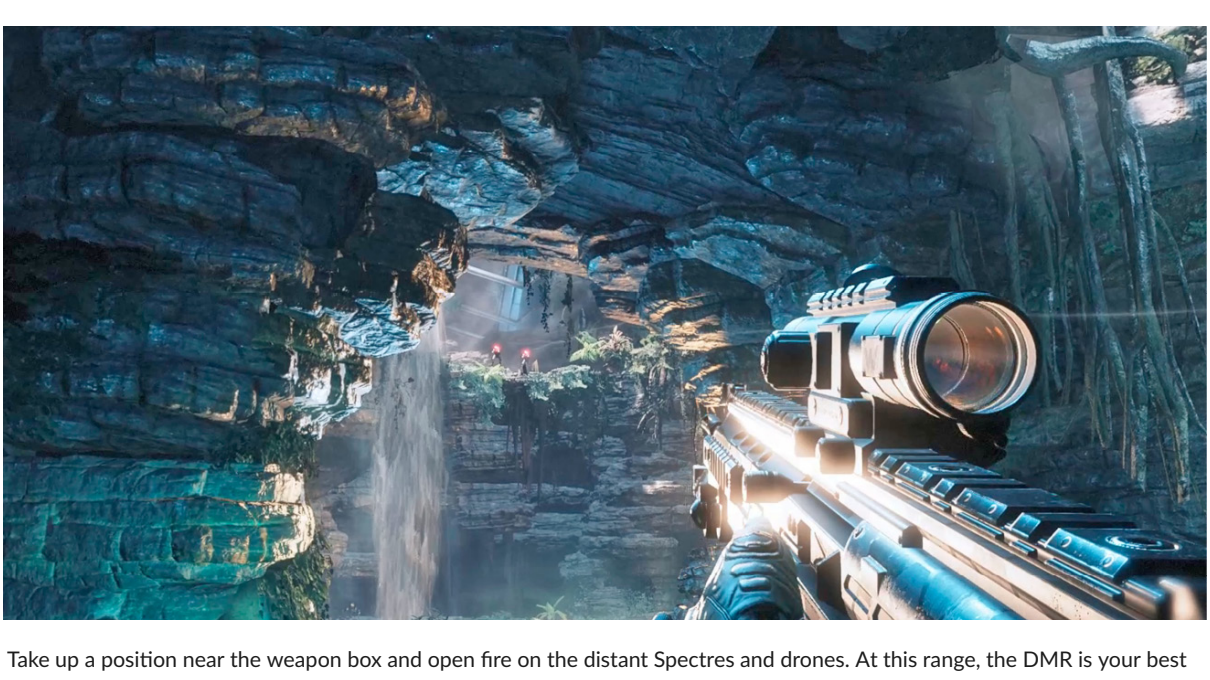


Another weapon box sits beside the path ahead. If you didn't pick up a DMR earlier, grab one from this box. As you approach the box you come under attack by a few IMC drones. These aerial threats fire plasma bolts in your direction. They're not terribly accurate, but they can become a serious nuisance when attacking in numbers. Take aim and shoot them down—it only takes one shot with the DMR. Once all the drones have been eliminated, wallrun along the wall to the right to continue your journey.

LAGOON

An unusual engagement occurs on the plateau above a lagoon. Several IMC grunts have come under attack by a few prowlers. Keep your distance, then pick off the survivors with your DMR. There's another weapon box next to the dead grunts and prowlers, but take care during your advance. There are some Spectres and drones nearby.

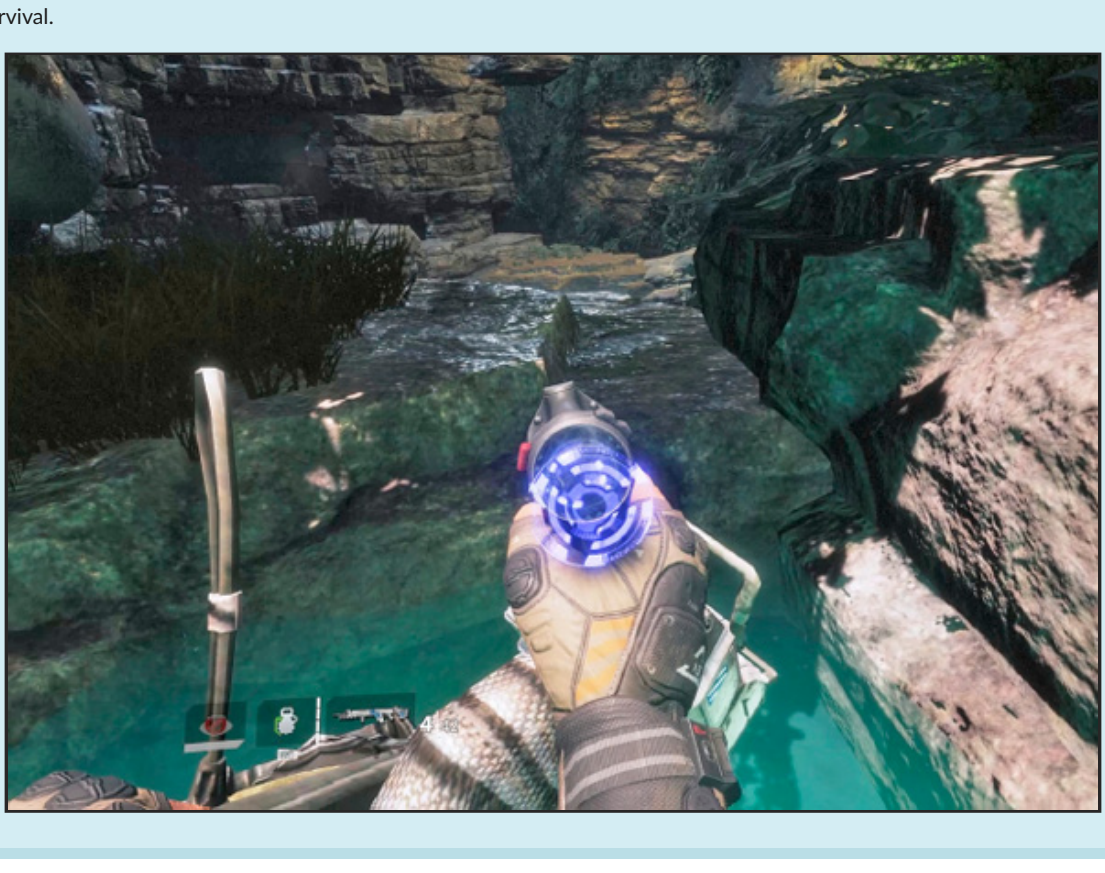




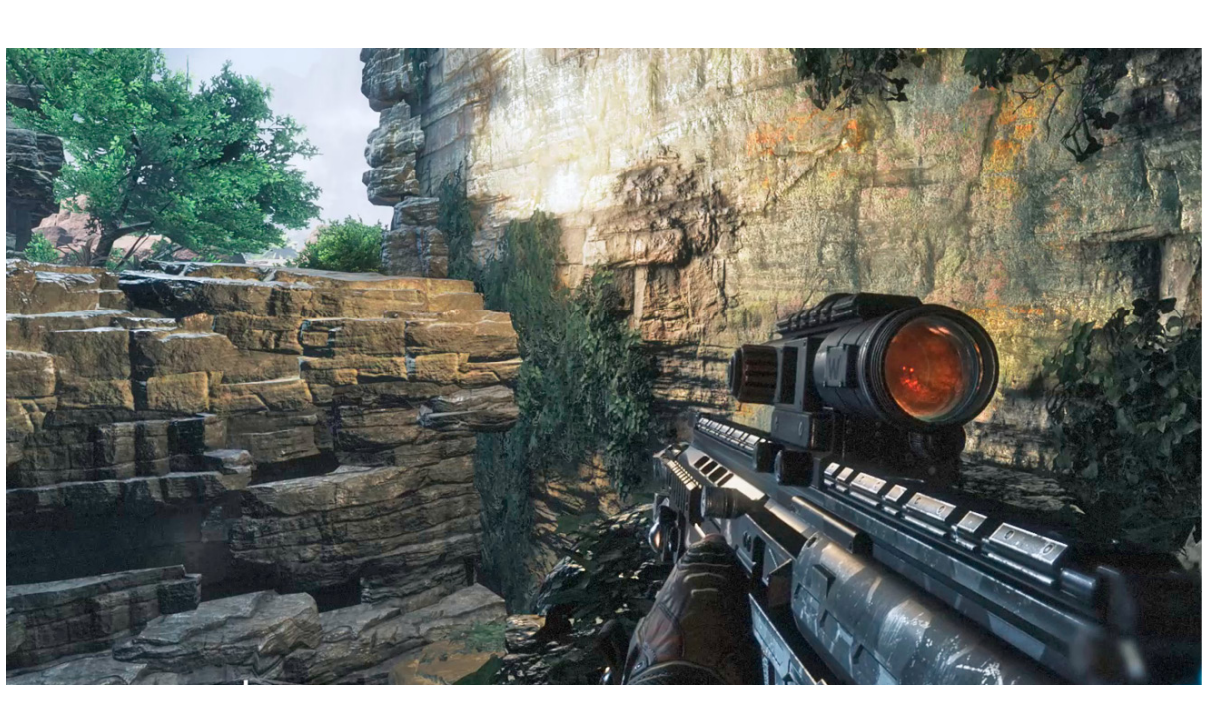
Take up a position near the weapon box and open fire on the distant Spectres and drones. At this range, the DMR is your best option. Take aim at the red glowing "eye" on each Spectre. One critical hit to the head is all it takes to take down each Spectre with the DMR. Hold this position and keep dropping Spectres. However, watch for Spectres dropping down into the lagoon and advancing on your position. Deal with these threats before they get too close. Consider switching to an automatic weapon or shotgun when confronting Spectres at close range. Of course, there's always the Data Knife…

THE DATA KNIFE: SPECTRE HACKING

Using your Cloak ability, sneak up behind a Spectre and hack it using your Data Knife. Once hacked, a Spectre is no longer a threat to you. Rather, the Spectre is now on your side, attacking your enemies. Hacking Spectres is a great way to turn the odds in your favor. A hacked Spectre won't deal tons of damage, but they draw fire, greatly increasing your chances of survival.

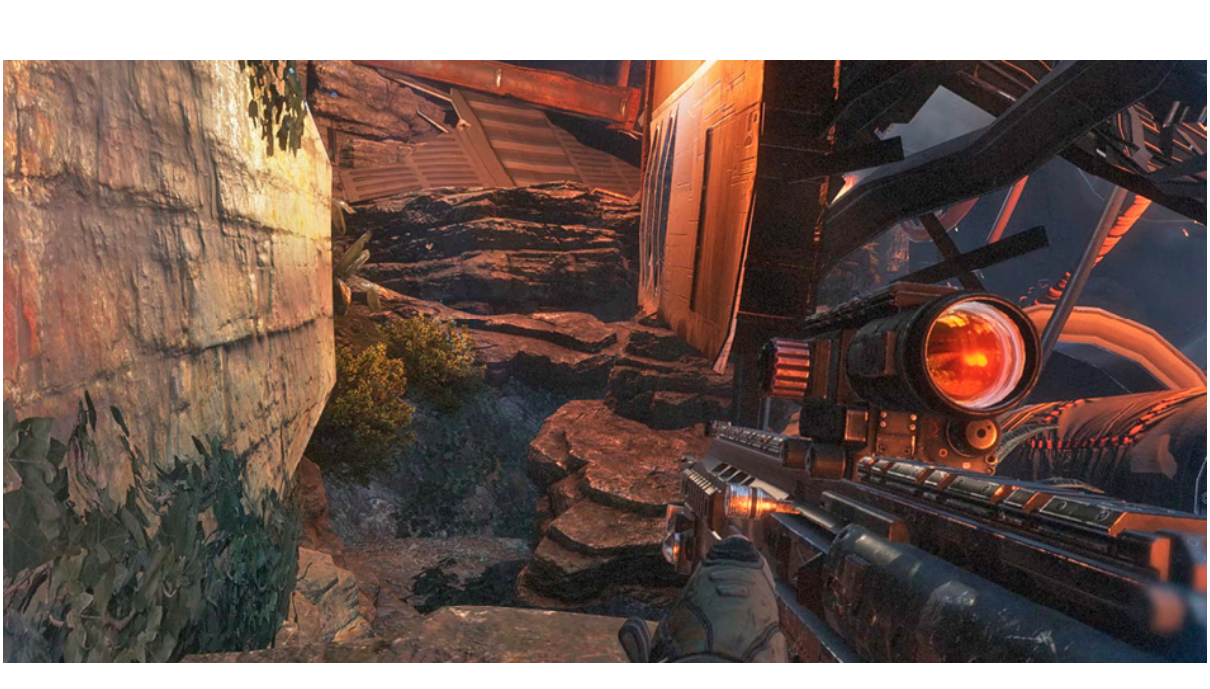


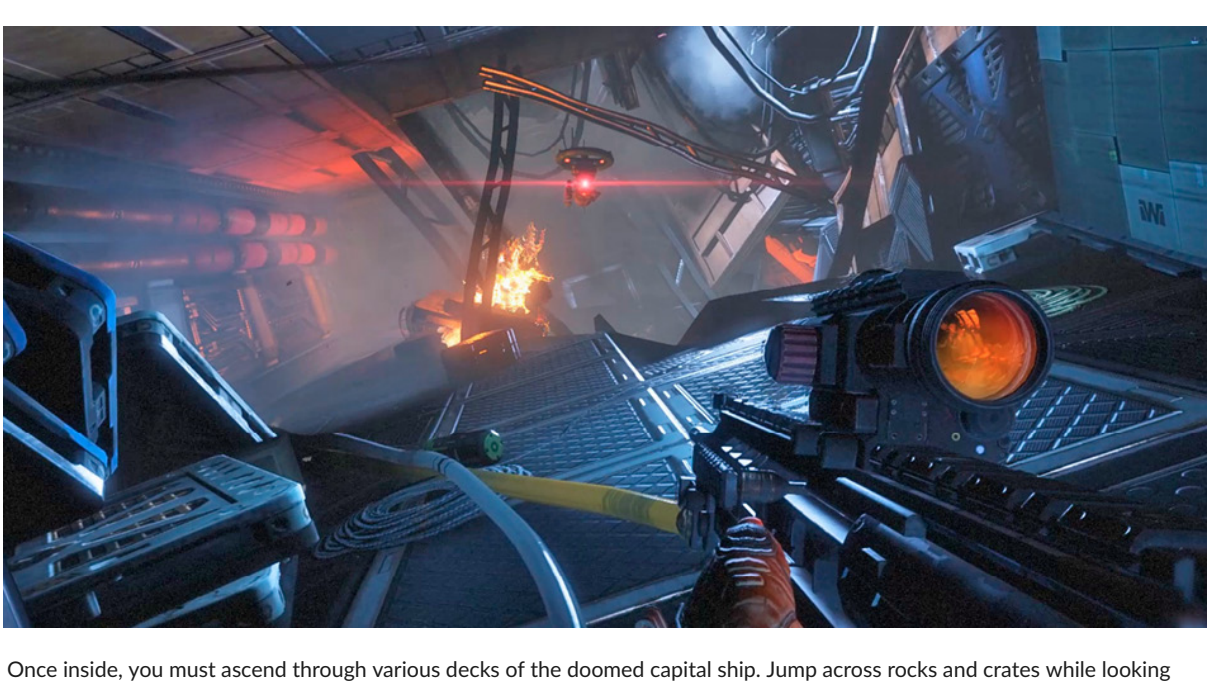
Eliminate all of the Spectres in the lagoon, then check your waypoint marker to stay on course. Stay to the right side of the lagoon, and perform a wallrun here to continue. In the area beyond the lagoon, perform a series of wallruns and jumps to proceed to the crash site. When necessary, use the ghost runner to help navigate the terrain.



CRASH SITE

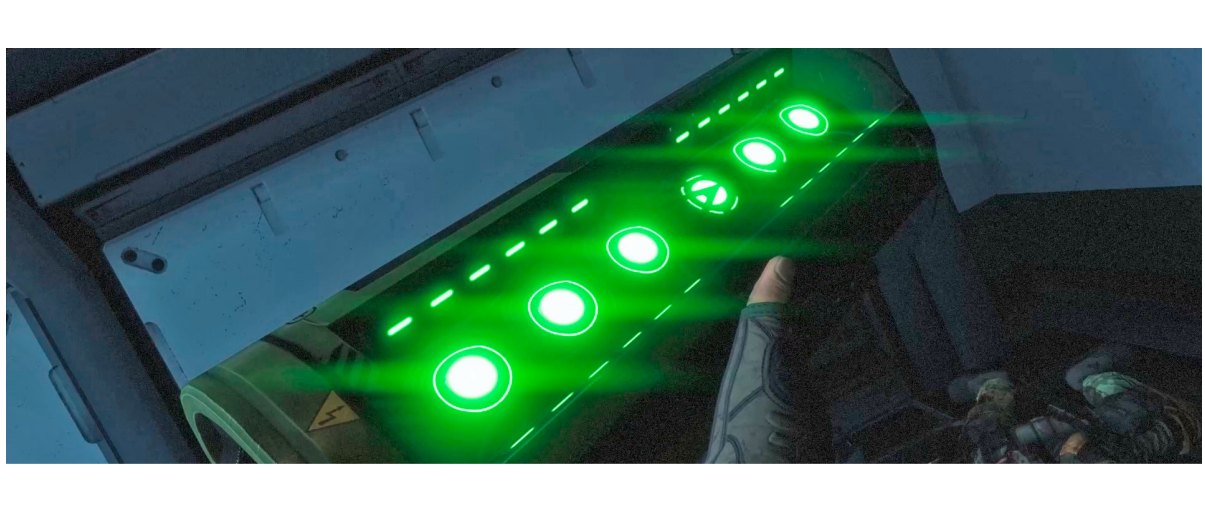
As you near the wreckage of the MCS James MacAllan, you come under attack by more IMC drones. Sidestep their plasma bolts while returning fire with the DMR. To get inside the ship's hull, you must perform another wallrun, running along the rock wall on the left. Then jump toward the bulkhead on the right before leaping into the ship.



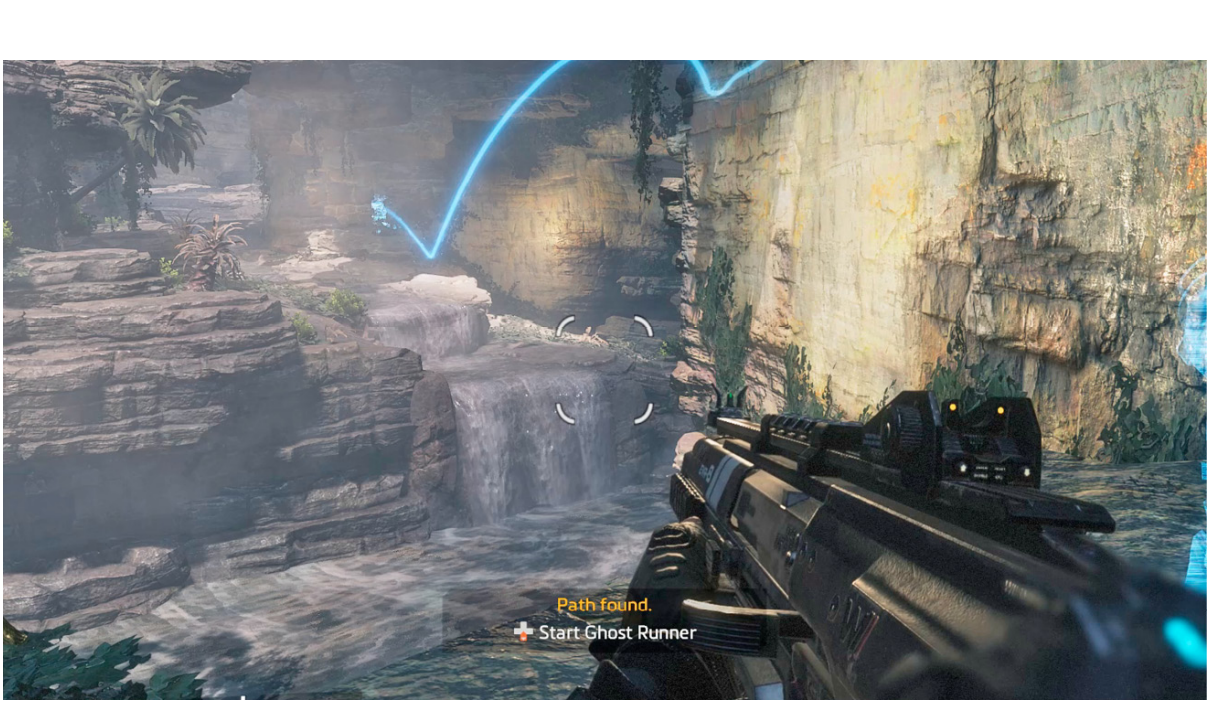


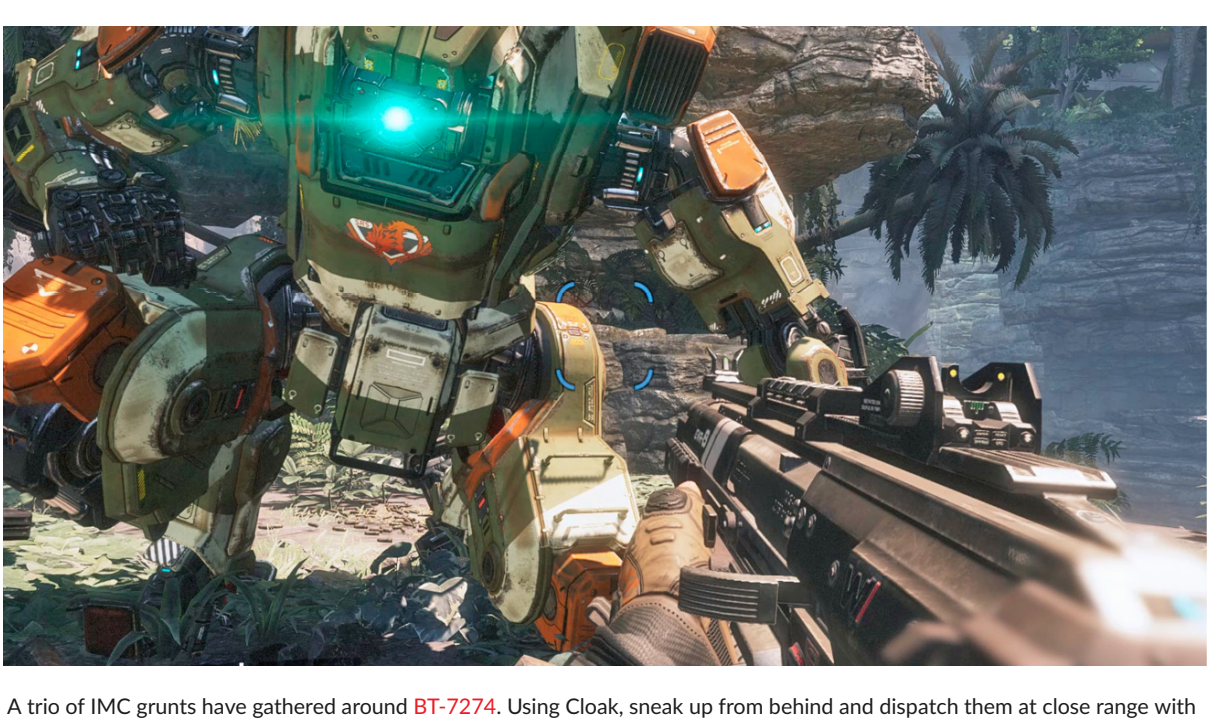
Once inside, you must ascend through various decks of the doomed capital ship. Jump across rocks and crates while looking for ramps and other features that lead up. Along the way, watch out for more IMC drones. Take them down before they can open fire as there isn't much room to maneuver in this cramped space.

Crouch beneath a jumble of crates to reach the room containing the Titan battery. Interact with the battery to add it to your inventory. Now you need to get this back to BT. Follow the nearby path out to a cavern and be ready to fight off a prowler as you exit the ship.



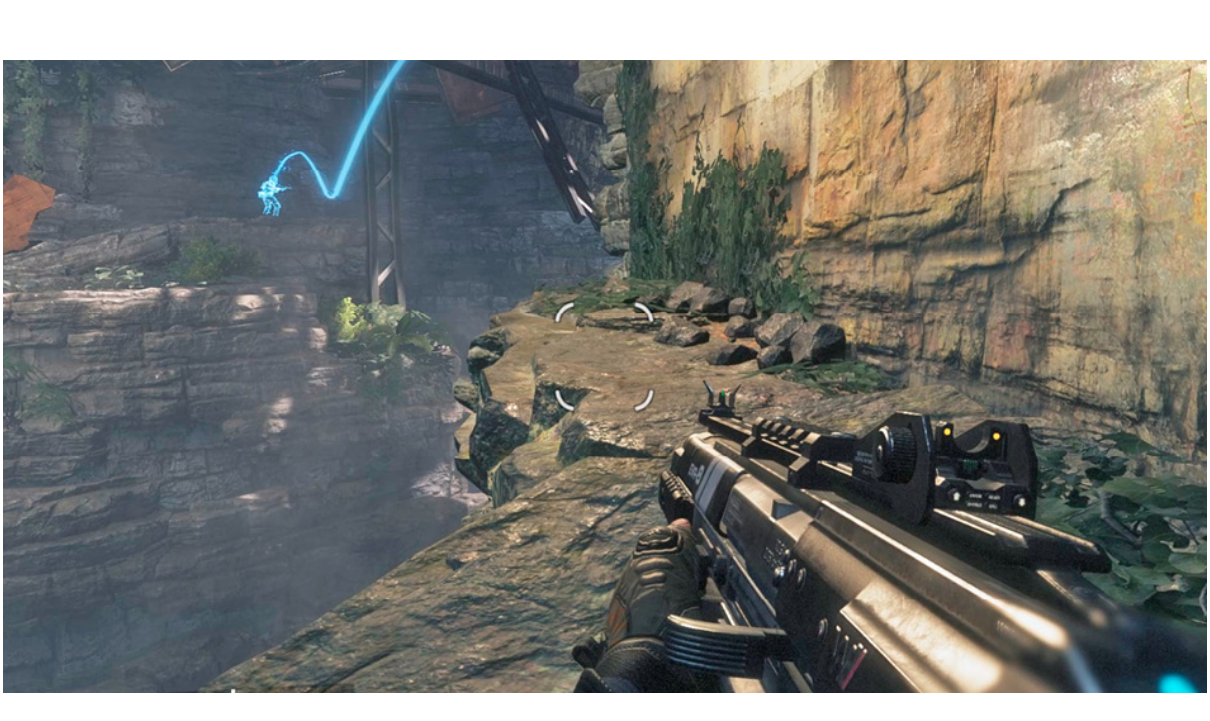
After performing a simple wallrun near the crash site, proceed to this ledge overlooking a river. Here, you must wallrun along the rocky wall to the right. But start this wallrun with a double jump, giving you more altitude. As you near the end of the wallrun, jump toward the bank to the left of the waterfall. As you descend off the wall, jump again to secure a safe landing. BT-7274 is just ahead—and he's not alone.

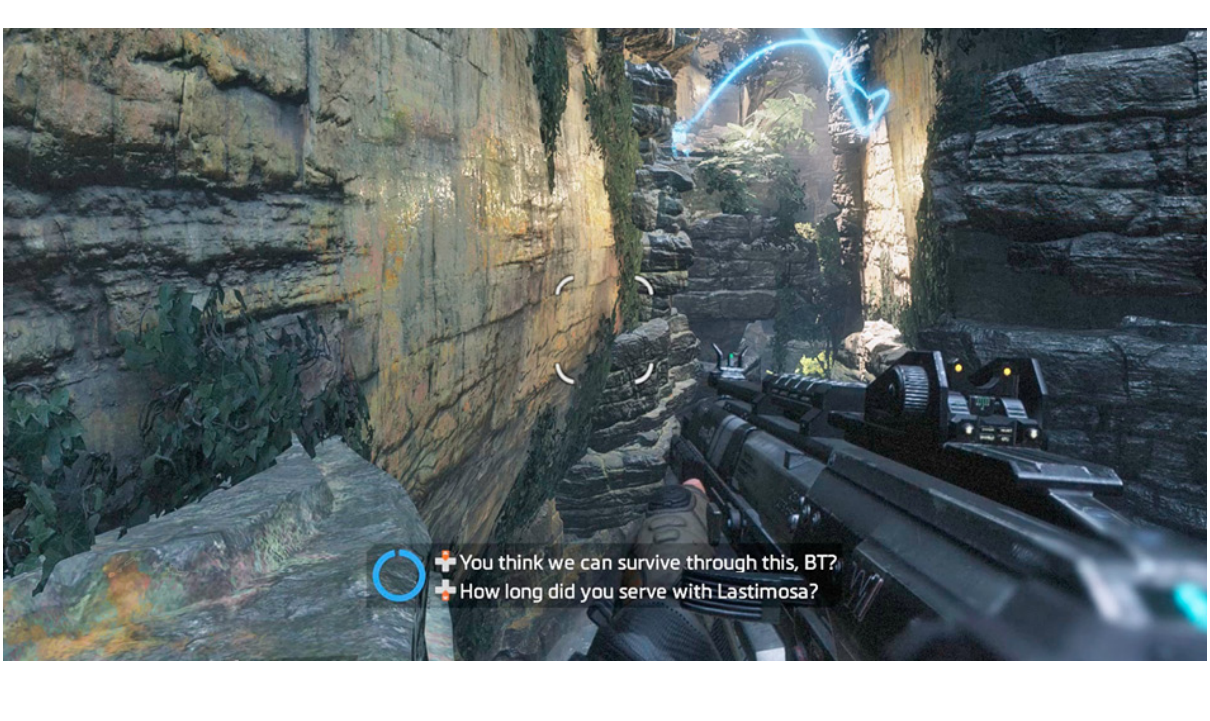




A trio of IMC grunts have gathered around BT-7274. Using Cloak, sneak up from behind and dispatch them at close range with your weapon of choice. When the area is secure, install the battery into BT, inserting it into the port just beneath his left arm. BT now has two batteries installed, but he needs one more before he will be fully functional. BT has located a battery in another section of the MCS James MacAllan's wreckage. A new waypoint has been added. BT can now assist you over your helmet's radio.

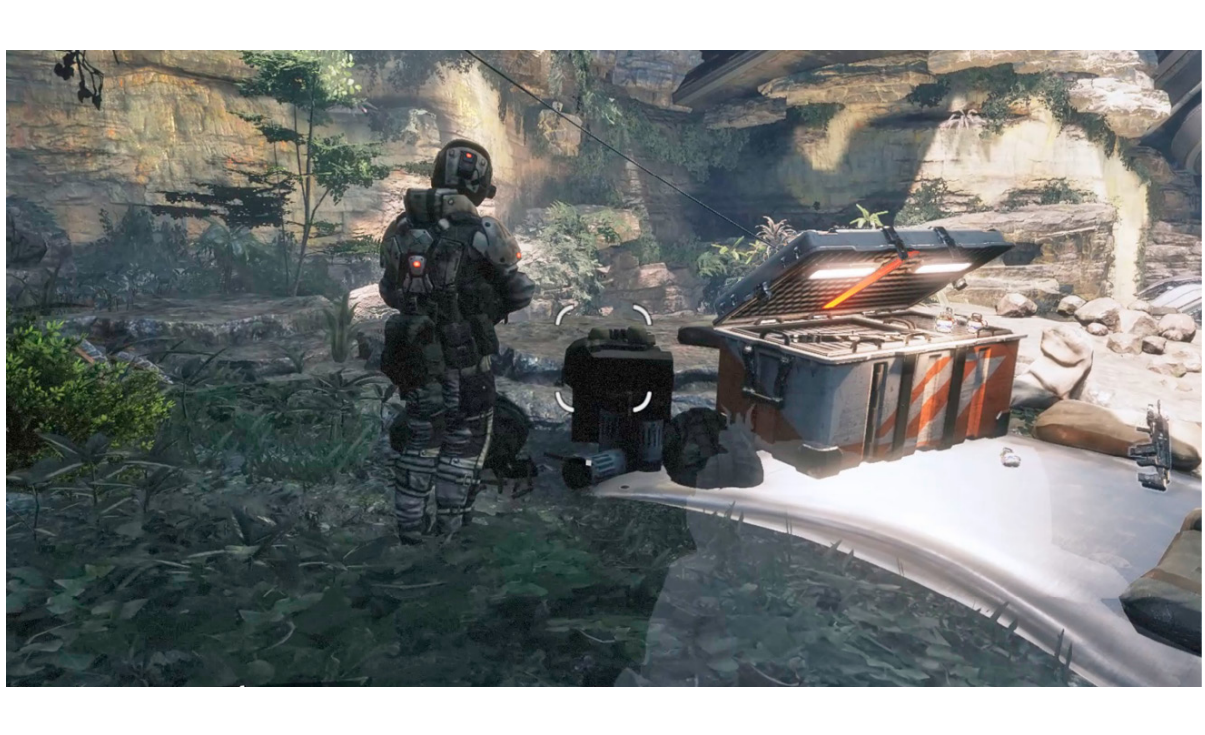
Follow the nearby stream to a ramp-like piece of debris. Use the ramp as a launching point for a double jump. From the adjoining path, perform a wallrun along the wall on the right, then double jump toward the rocky path to the left. Continue using wallruns and double jumps to traverse the challenging terrain ahead. If you're unsure how to proceed, rely on the ghost runner to show you the way. Be ready to dispatch a few more IMC grunts and drones along the way.




You think we can survive through this, BT?
How long did you serve with Lastimosa?

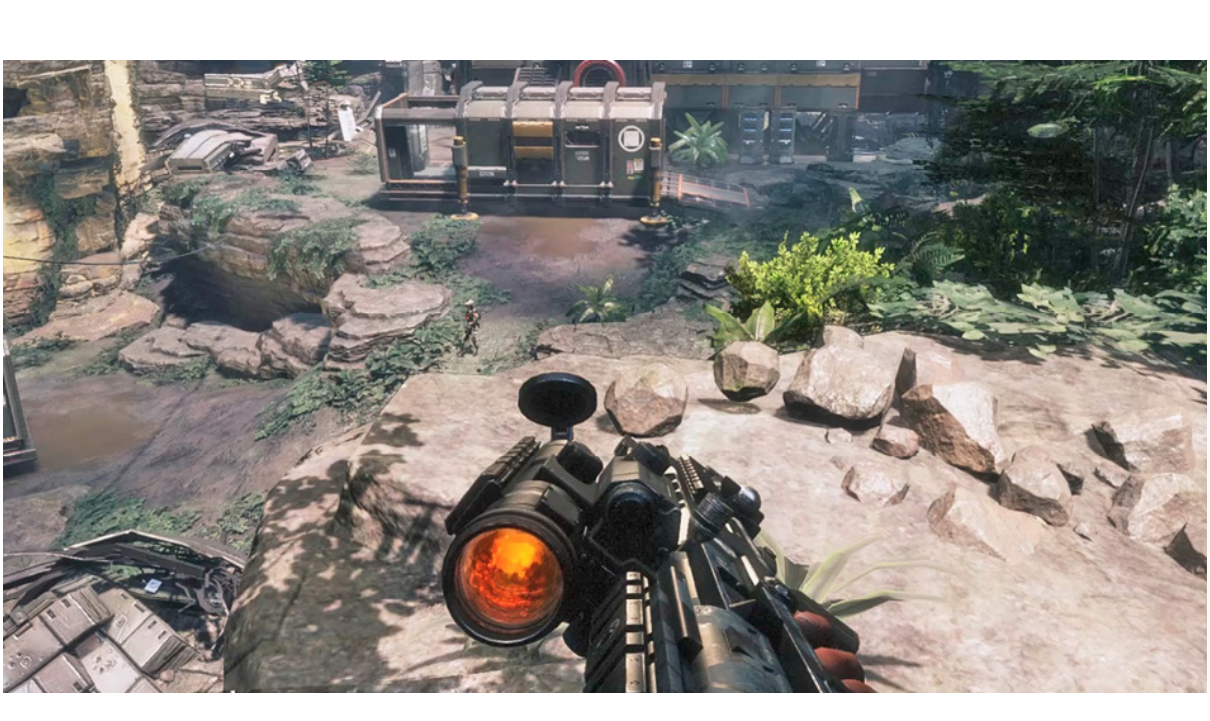
IMC OUTPOST

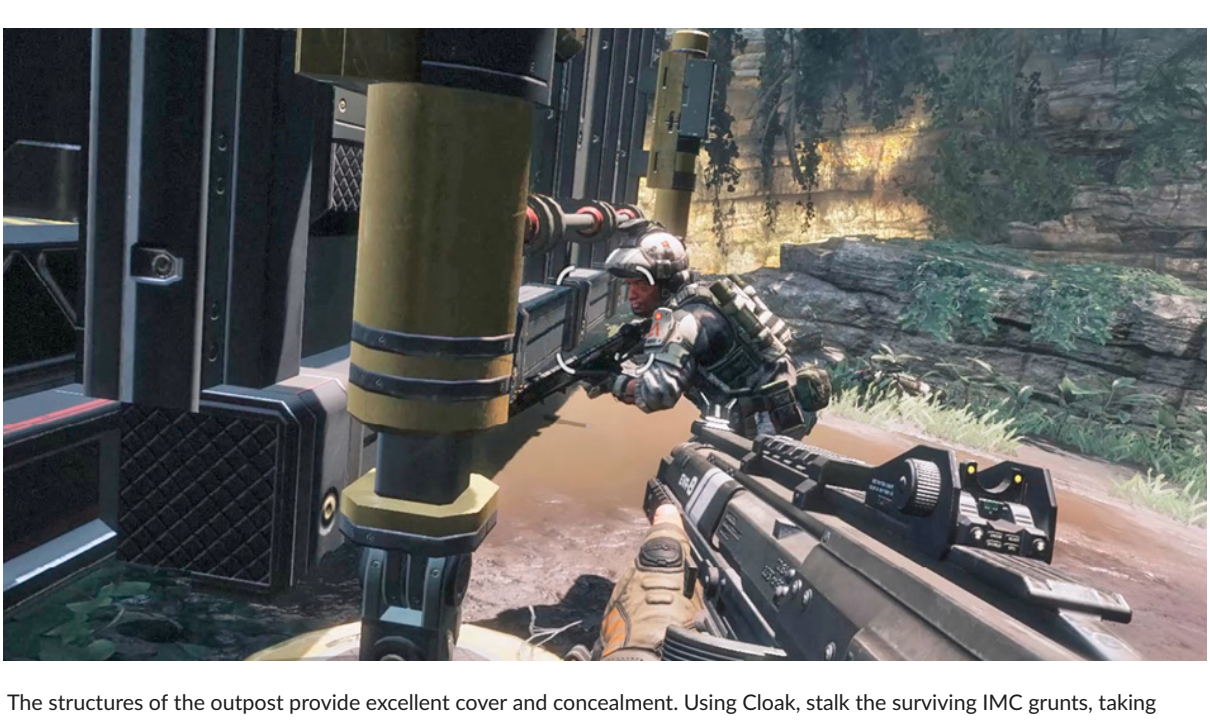
Try to remain quiet and undetected when you spot a grunt standing next to a weapon box. A well defended IMC outpost is located nearby. Activate Cloak and dispatch the lone grunt with a melee takedown. If you don't already have a DMR, grab one from the ground next to the weapon box.



Take up a position near the weapon box and look for patrolling IMC grunts near the outpost below. This elevated position is perfect for launching your attack. Set your sights on one of the patrolling grunts and open fire. Taking the enemy by surprise works to your advantage for a little while, but watch out for drones.

These drones are equipped with high-powered lasers. They're much more accurate and lethal than the plasma-based drones you encountered earlier. As you start drawing fire (and incoming grenades) activate Cloak and drop down toward the outpost. You can even use the nearby zipline to make a quick advance.

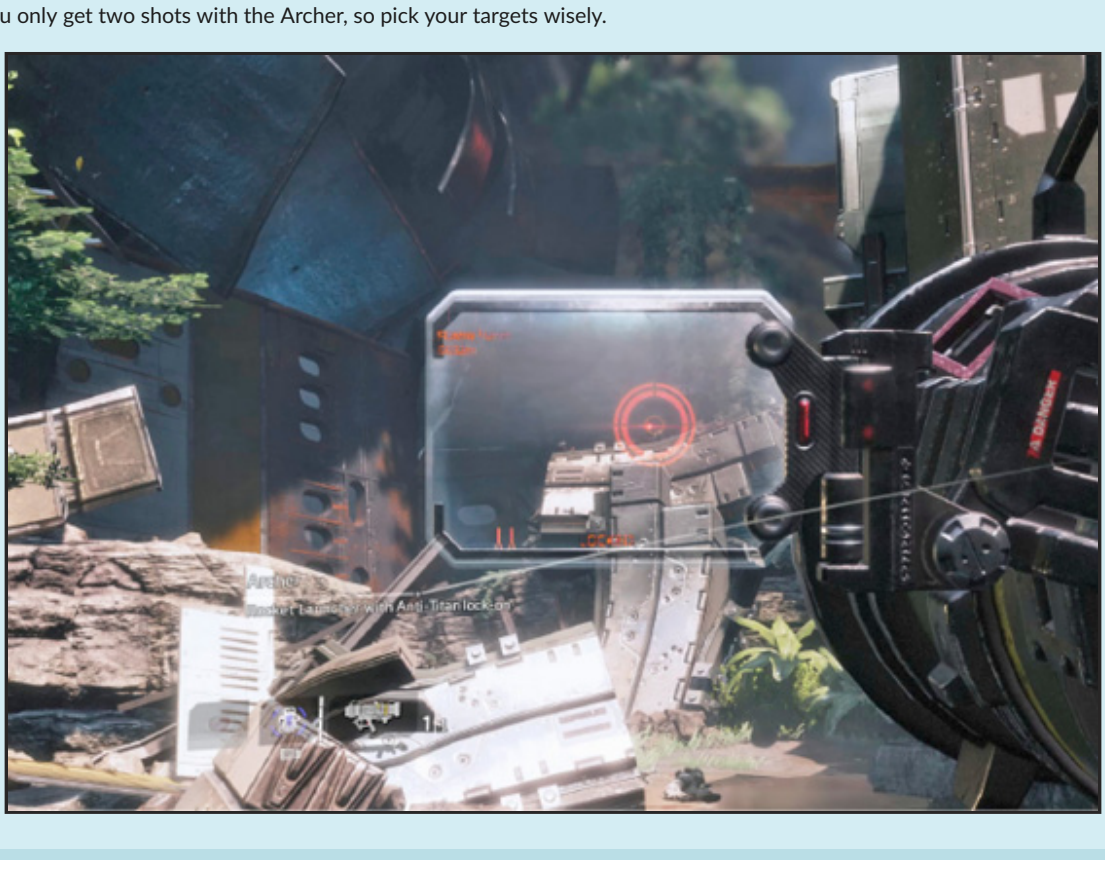




The structures of the outpost provide excellent cover and concealment. Using Cloak, stalk the surviving IMC grunts, taking them down one by one. As long as you keep moving they'll have a tough time zeroing in on your position. If you come under heavy attack, immediately activate Cloak and escape behind cover.

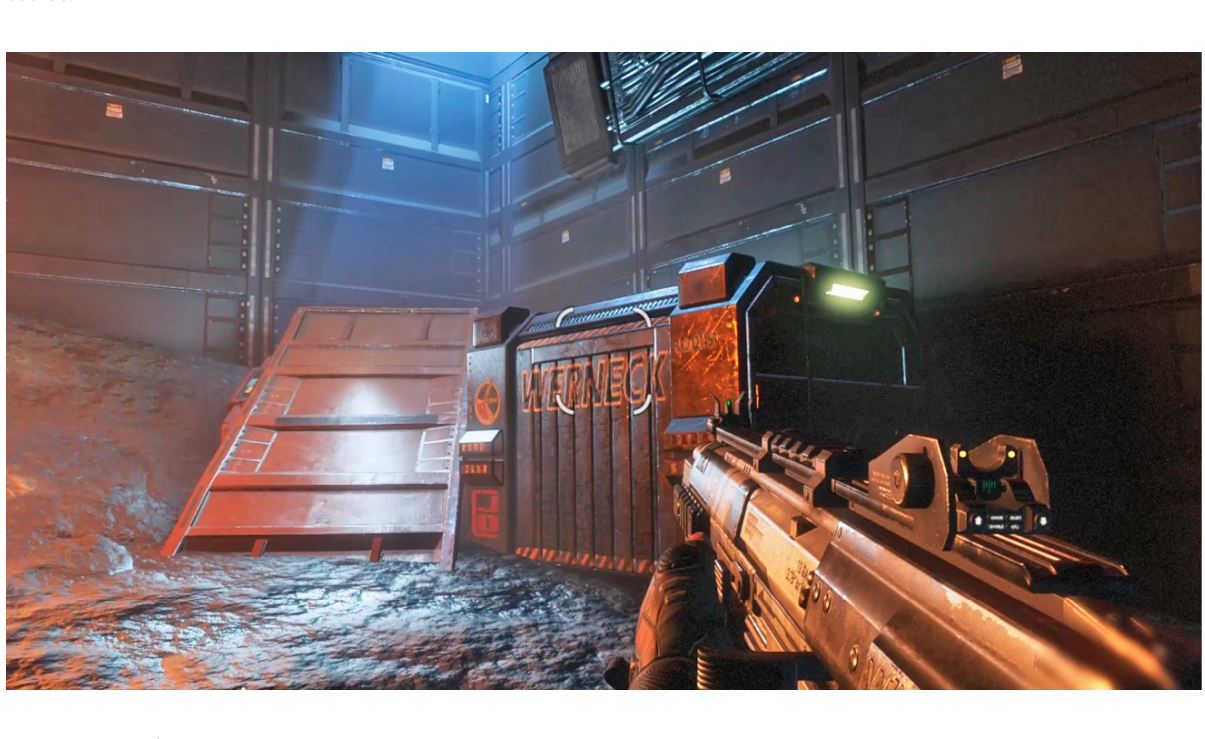
ANTI-TITAN WEAPONS

There's an Archer Rocket Launcher inside the IMC outpost's largest structure. This weapon is ideal for taking out mechanized equipment like the automated plasma turret on the outpost's left flank. Take aim, wait until the rocket locks on to the target, then fire. The Archer is a powerful fire-and-forget weapon system designed for damaging Titans. Needless to say, it packs more than enough of a punch to take out smaller targets like turrets, drones, and Spectres. But you only get two shots with the Archer, so pick your targets wisely.

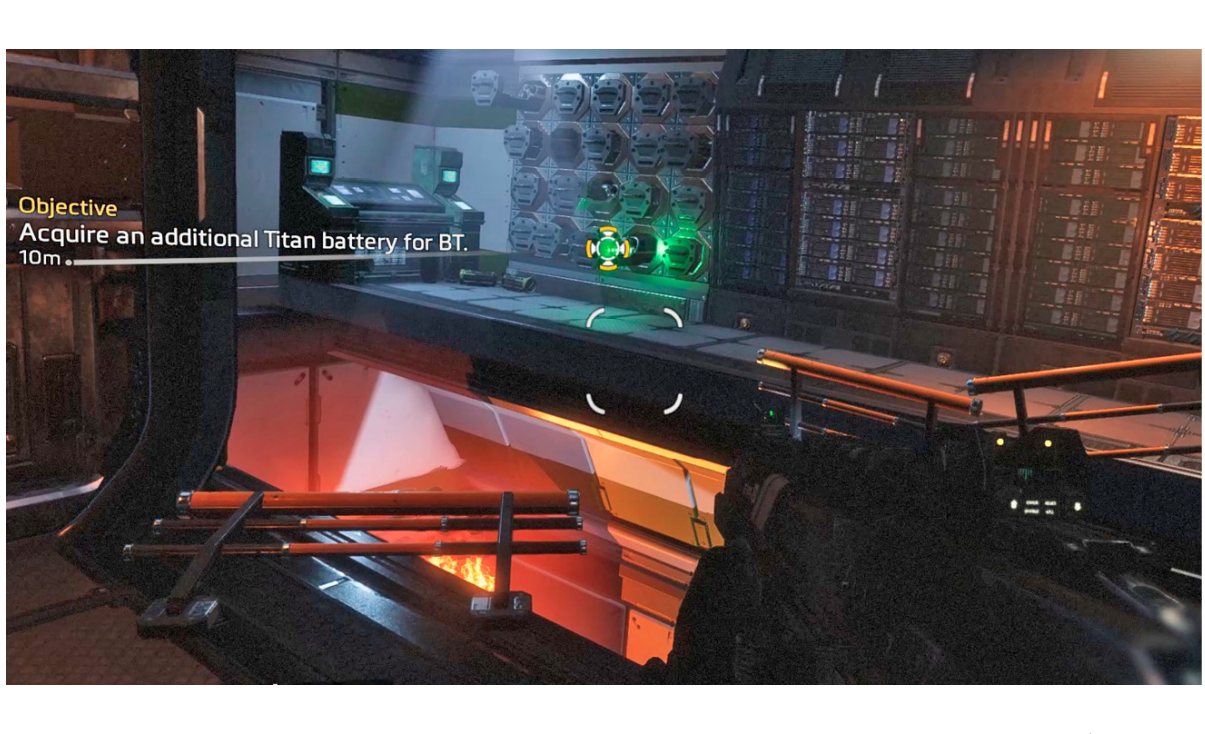


SECOND CRASH SITE

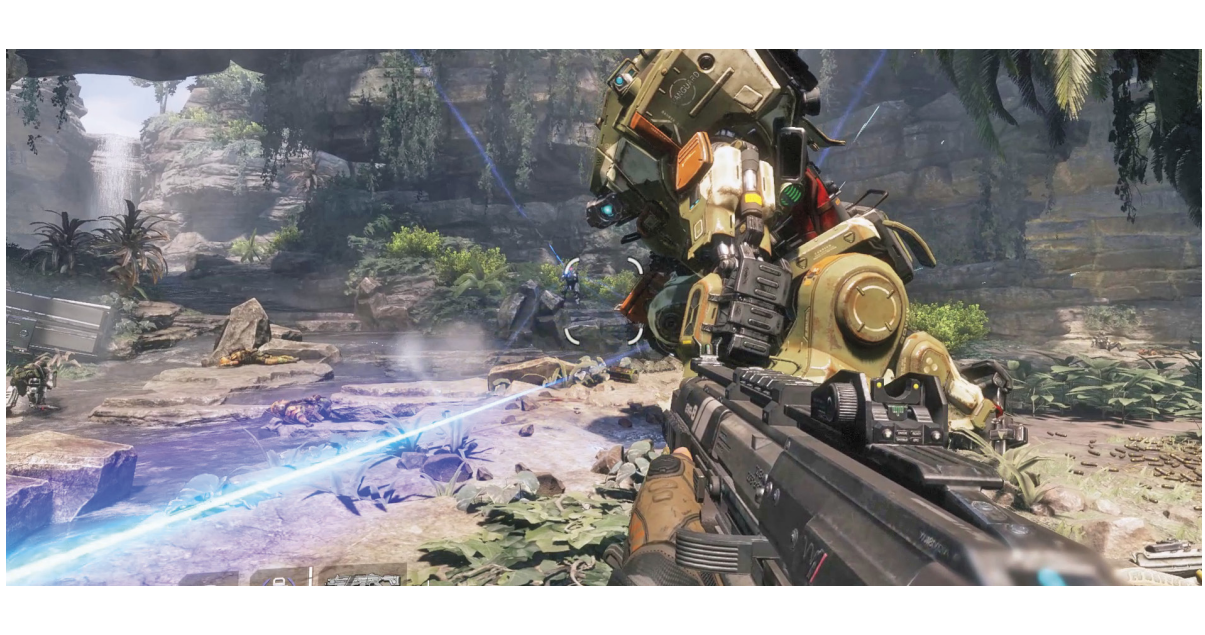
After fighting your way past the IMC outpost, gain entry into the MCS James MacAllan. You haven't visited this part of the ship yet. Apparently the hull of the ship broke into several pieces during its descent through Typhon's atmosphere. Start by double jumping upward through a small square hatch. As you advance through the twisted wreckage, look for shafts of light to stay on course.



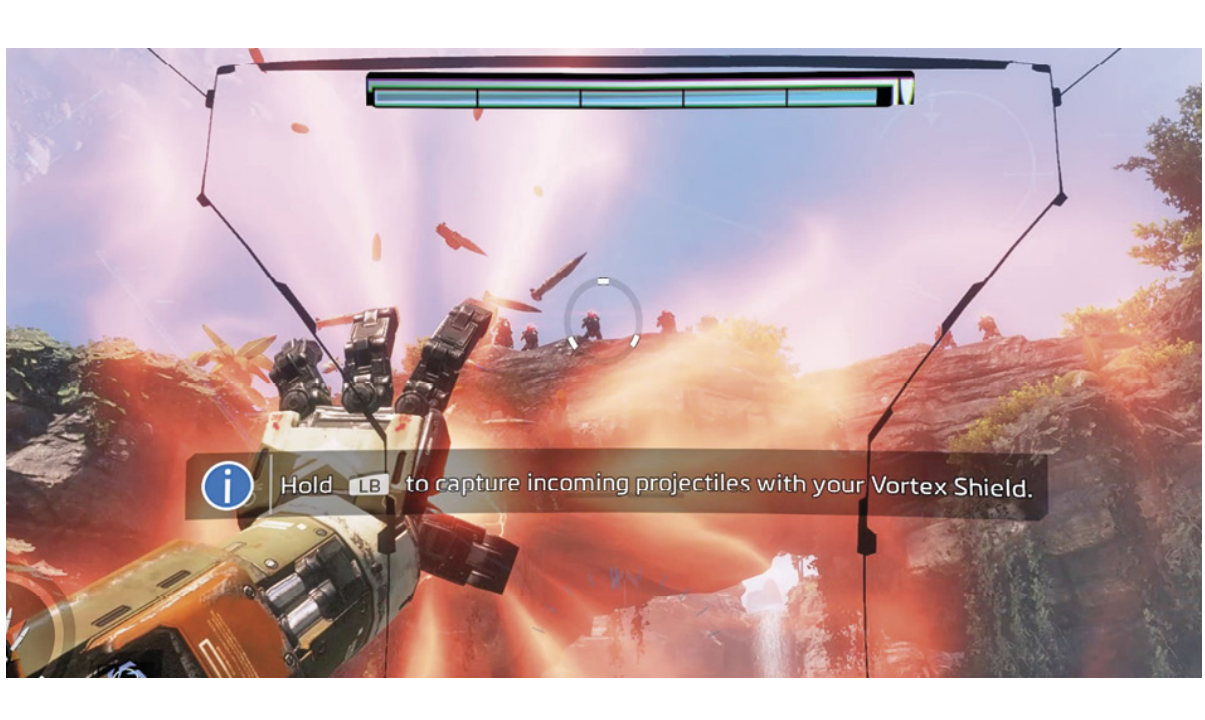
The battery you're looking for is located in this room, protruding from a socket in the wall. Jump over the gap in the middle of the room, then pull the battery free. Once you have the battery, drop through the opening in the floor to exit the ship.



Perform a few more wallruns to make your way back to BT. When you arrive, several Spectres have closed in on BT's position. Before installing the battery, finish off the Spectres. Use Cloak to get the jump on them, blasting them at close range or hacking them with your Data Knife. Once all the Spectres have been eliminated, return to BT and insert the last battery.

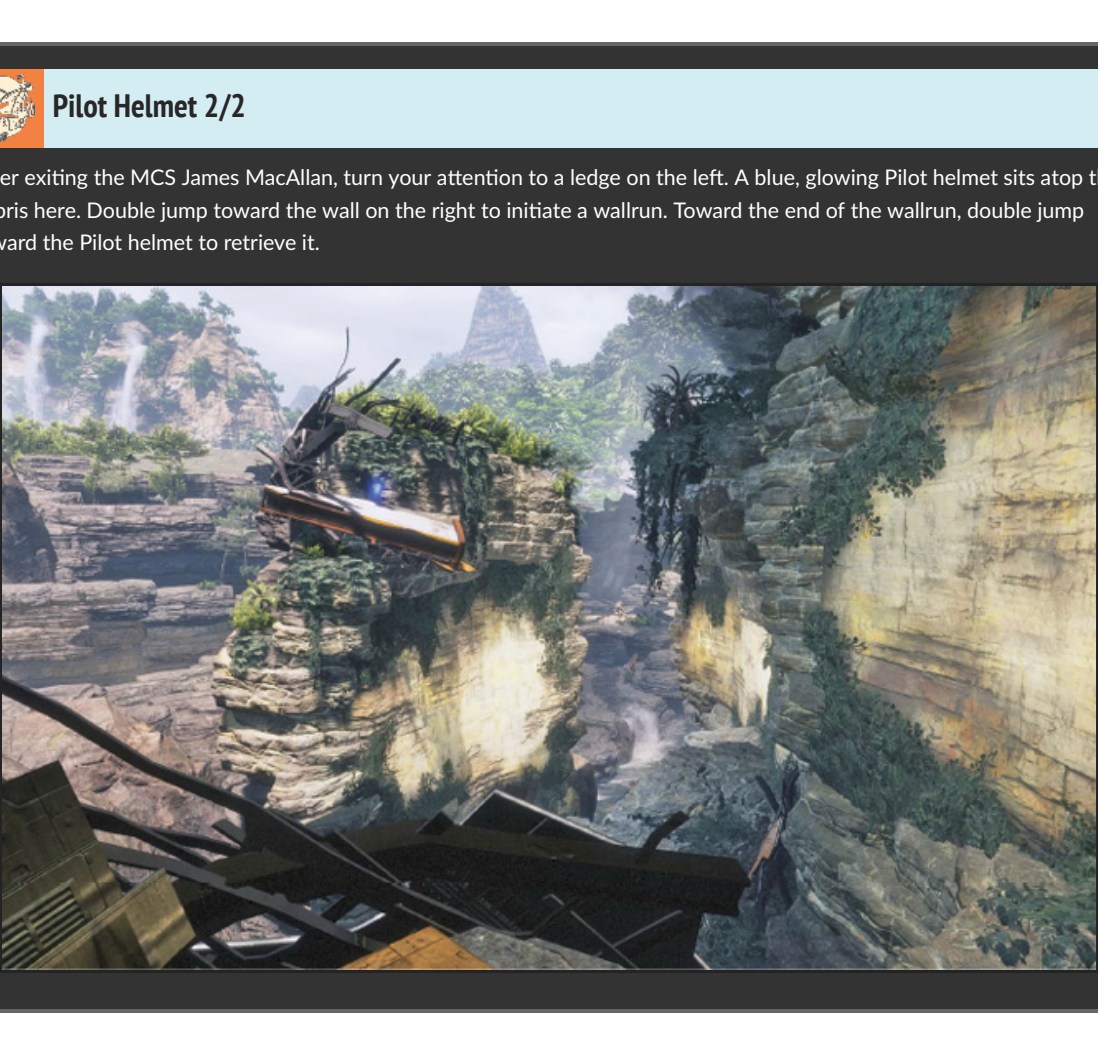


Now that BT is fully recharged, you must establish a neural link with him. Interact with BT to embark. You are now confirmed as acting Pilot of BT-7274. Your orders are to uphold Captain Lastimosa's mission, rendezvousing with Major Anderson. But before you get underway, you must deal with several threats that have converged on this location. Start by using BT's Vortex Shield to dispatch several Spectres on the ridge above. The Vortex Shield catches incoming projectiles and launches them in a direction of the Pilot's choosing. Catch the bullets fired by the Spectres and send them back.


Hold LB to capture incoming projectiles with your Vortex Shield.

Pilot Helmet 2/2

After exiting the MCS James MacAllan, turn your attention to a ledge on the left. A blue, glowing Pilot helmet sits atop the debris here. Double jump toward the wall on the right to initiate a wallrun. Toward the end of the wallrun, double jump toward the Pilot helmet to retrieve it.

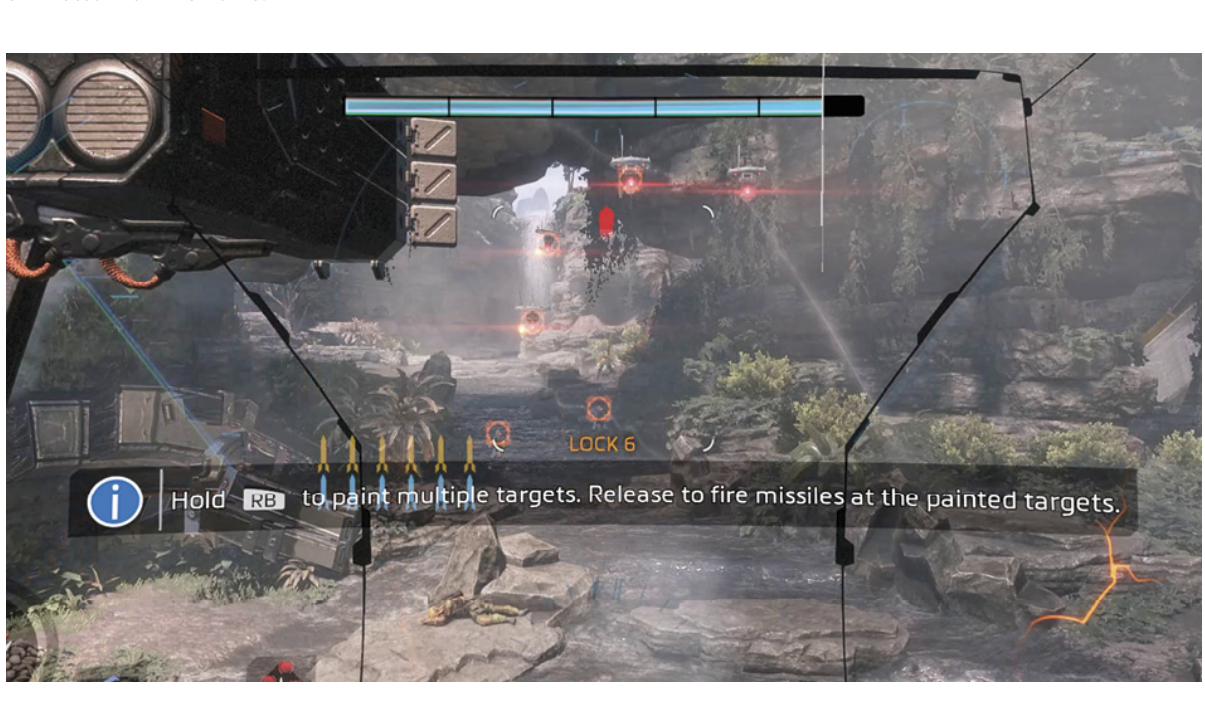


BT-7274 (Loadout: Expedition)

The Expedition is BT's default loadout—and it's a well-balanced one. The X0-16 is an extremely versatile primary weapon, capable of rapid fire, ideal for tearing up infantry, as well as enemy Titans. Add Burst Core to the mix to increase the loadout's already impressive damage output. While the Multi-Target Missile System is effective against Titans, it's best deployed when you're outnumbered by smaller units, perfect for instantly wiping out squads of infantry and Spectres. The Vortex Shield and Electric Smoke give the loadout some welcome defensive capability, as well.

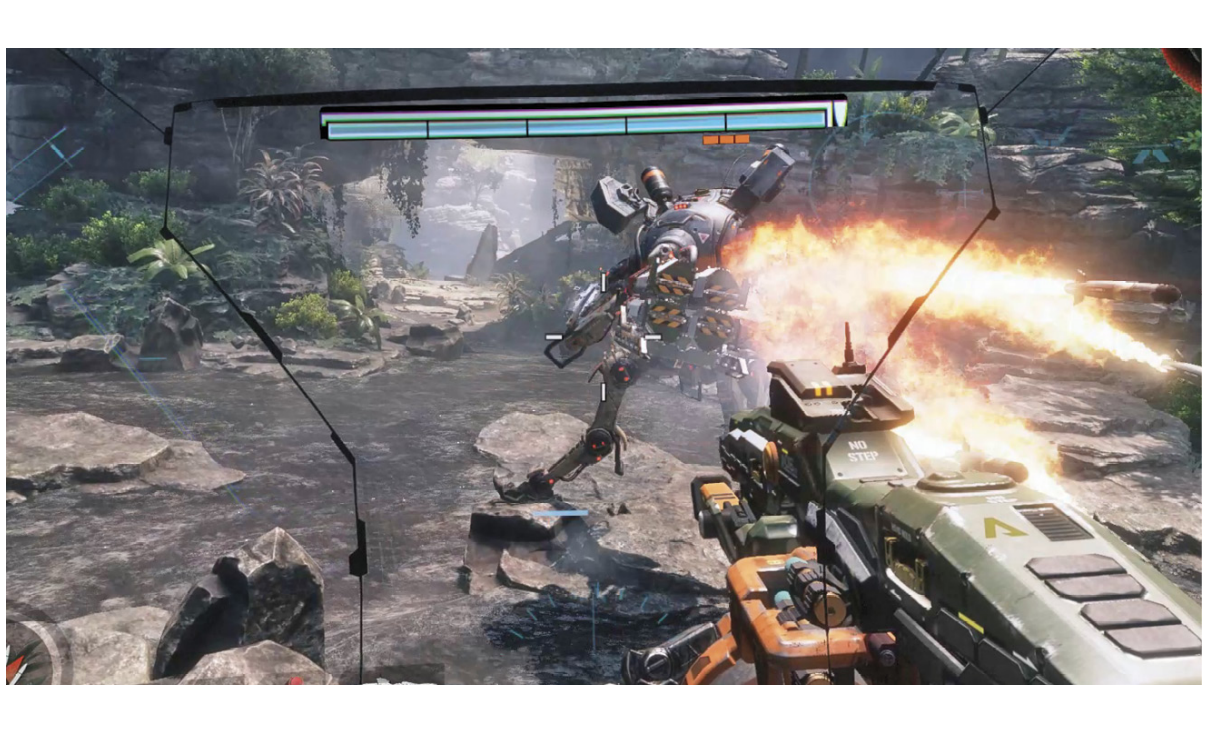
WEAPON/ABILITY	NAME	DESCRIPTION
	X0-16	Automatic rifle with a high rate of precision fire.
	Burst Core	Automatically fire a stream of amped bullets.
	Multi-Target Missile System	Hold and sweep your view to lock on to many targets at once.
	Vortex Shield	Blocks and returns incoming fire.
	Electric Smoke	Deploys an electrically charged smoke screen that damages enemies.

Next, use BT's shoulder-mounted Rocket Pod to engage multiple targets simultaneously. By holding down the Rocket Pod's button, targets are automatically acquired and locked on. The Rocket Pod can acquire up to twelve targets at a time. Release the Rocket Pod's button to send a salvo of guided rockets at the targeted Spectres and drones. Any remaining enemies can be eliminated with BT's X0-16.

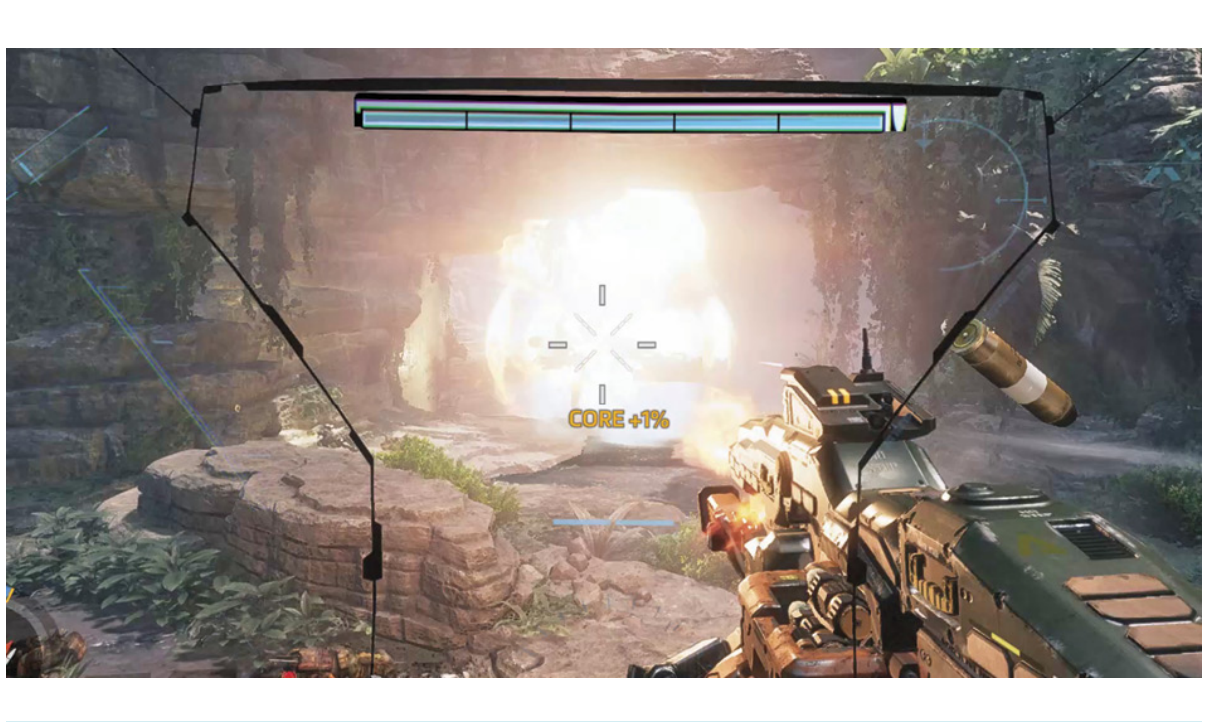

LOCK 6
Hold RB to paint multiple targets. Release to fire missiles at the painted targets.

TITAN BATTLE

Shortly after dispatching the enemy Spectres and drones, BT announces an incoming Titan. Stay clear of the Brute Titan as it falls from the sky. Don't bother shooting at its orange Dome-Shield—you won't inflict any damage. Instead, wait until the enemy Titan exits the Dome-Shield before opening fire. The Brute Titan is armed with Quad Rockets and a Vortex Shield. Use BT's Dash ability to laterally dodge incoming rockets. Alternately, use the Vortex Shield to catch the incoming rockets before sending them back at the Brute.



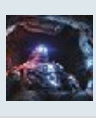
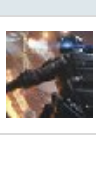
Standard enemy Titans, like the Brute, aren't equipped with shielding. However, they are protected by thick armor, indicated by the orange bars on the screen above the Titan. Each hit slowly chips away at the enemy Titan's armor. Continue hitting the Brute with rockets, the X0-16, and Vortex volleys until its armor is depleted, causing it to explode in an impressive ball of flame. BT has detected more IMC salvage teams on the way. He recommends continuing the mission. If you hope to survive this ordeal, you must rendezvous with Major Anderson. Follow the waypoint on the HUD to continue your adventure.



CRITICAL HITS

Take note of the flashing red portions of the Titan's hull. This indicates vulnerable spots in the chassis. When firing the X0-16, focus your fire on these weak spots to score critical hits, inflicting heavy damage.

ACHIEVEMENT AND TROPHY CHECKLIST

IMAGE	NAME	DESCRIPTION
	BT Prime	Fully Power BT 7274 (Secret)
	Excessive Force	Destroy a Titan with your Burst Core in the Campaign
	Coup de Grace	Destroy a Mercenary Titan with a melee execution in the Campaign
	Apex Predator	Perform a melee takedown while cloaked in the Campaign
	Power Slide	Shoot and kill 3 enemies in a row while sliding as a Pilot in the Campaign
	I Know Kung Fu	Shoot and kill 3 enemies in a row while wallrunning as a Pilot in the Campaign

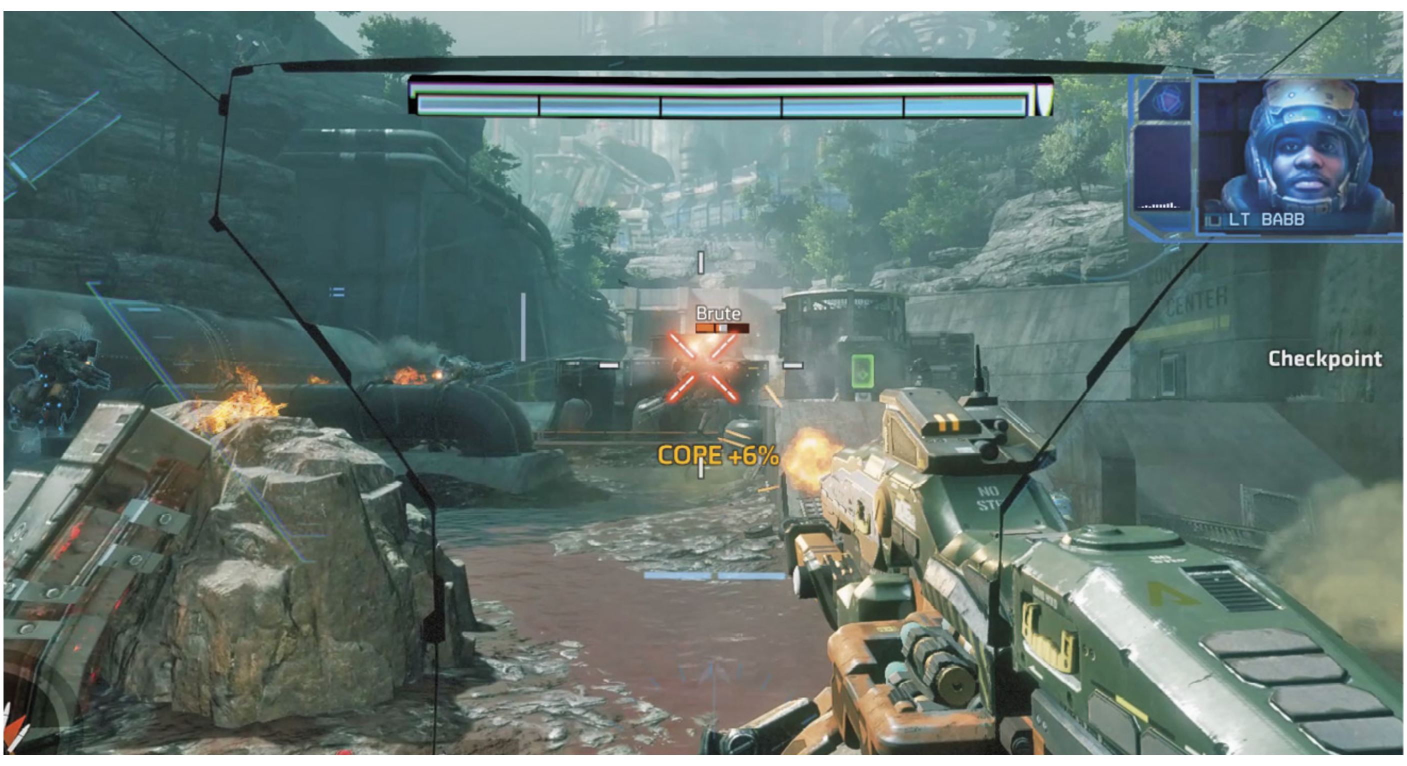
TITANFALL 2

Drainage Channel

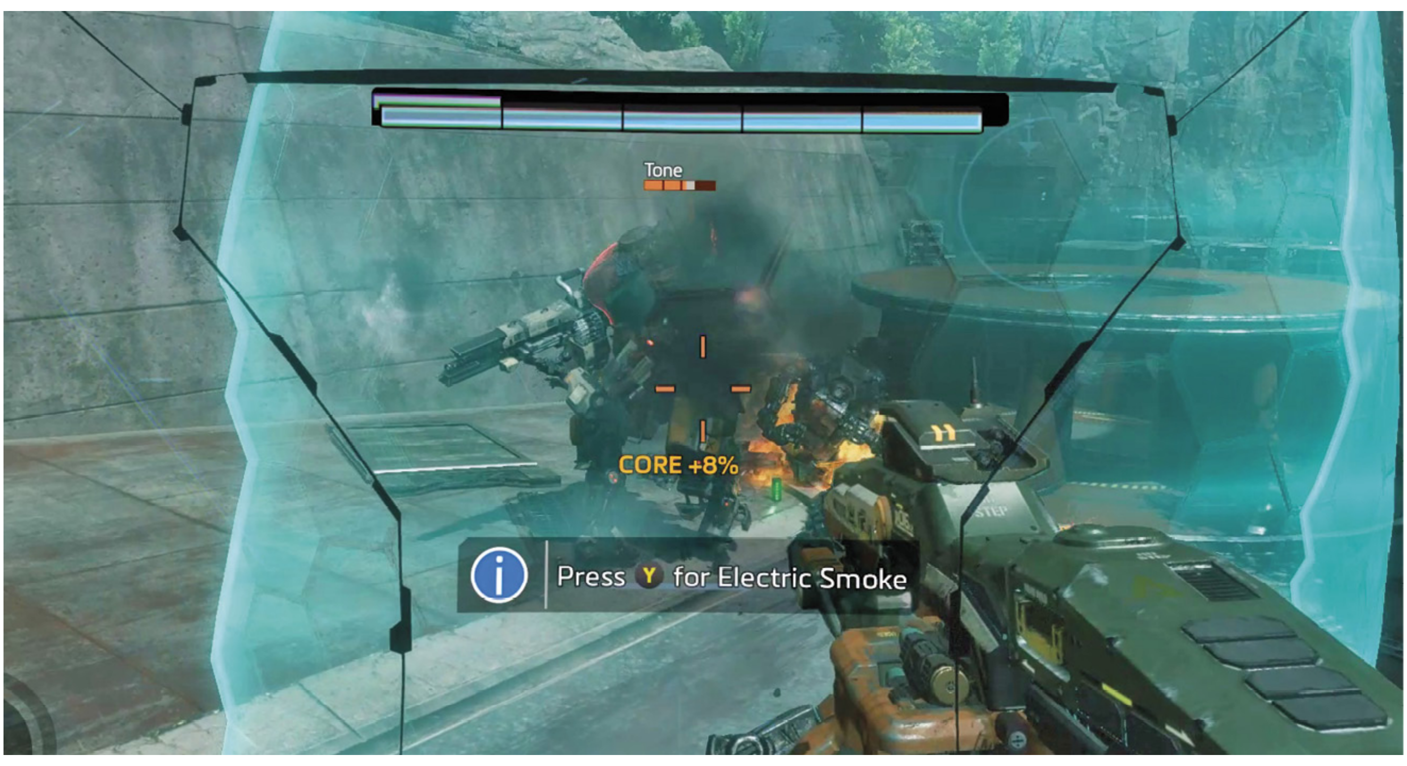
COOPER'S LOGBOOK

The Titan, BT-7274, says I'm his Acting Pilot. Whether I'm ready or not, I have to make this work, or I'm dead. My only chance of survival is to uphold Lastimosa's original mission. That means rendezvousing with his C.O.: Major Anderson of the Militia Special Recon Squadron. Another 60 klicks to go.

While advancing toward Major Anderson's rendezvous point, you come across a Titan battle in progress. Rush down to the drainage channel and assist the Militia Titans, who appear to be outnumbered. There's a mix of Brute and Tone enemy Titans in this fight. Keep your distance and open fire with the Expedition Loadout's X0-16 and Multi-Target Missile System. As the enemy Titans focus on BT, be ready to use the Vortex Shield to catch and redirect incoming Ordnance. Try catching a barrage from a Brute's Quad Rocket, then send it back at the shooter.

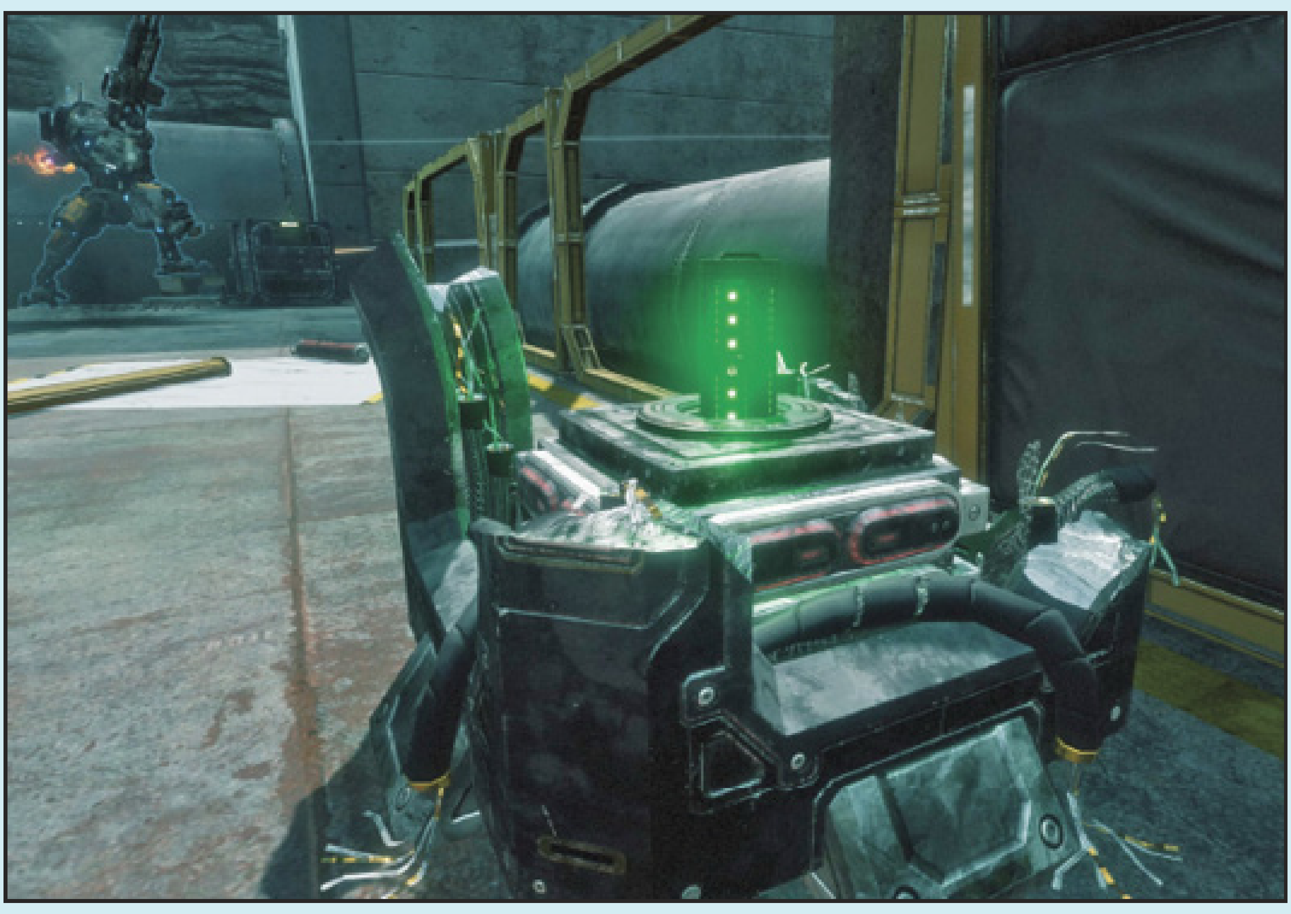


The enemy Tone Titans are armed with powerful 40mm Tracker Cannons. Dash laterally or use the Vortex Shield to avoid taking direct hits from this bad boy. The Tone Titans can also deploy a Particle Wall—a force field that blocks all incoming shots. While the Particle Wall can be destroyed with successive hits, it's best to flank the force field. If you can't flank, seek cover until the Particle Wall has been depleted. Otherwise the Tone behind the Particle Wall can continually attack without fear of taking damage.

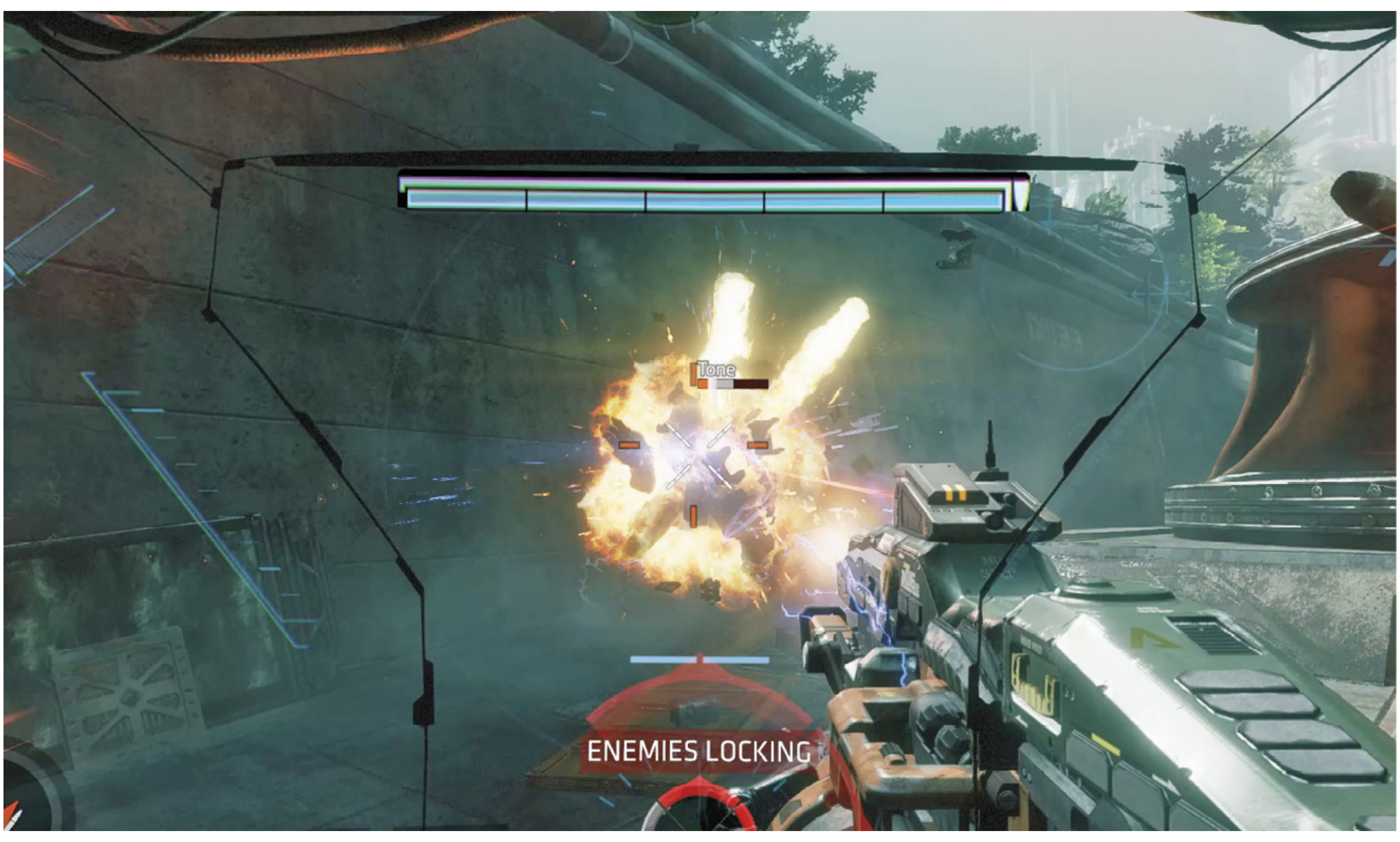


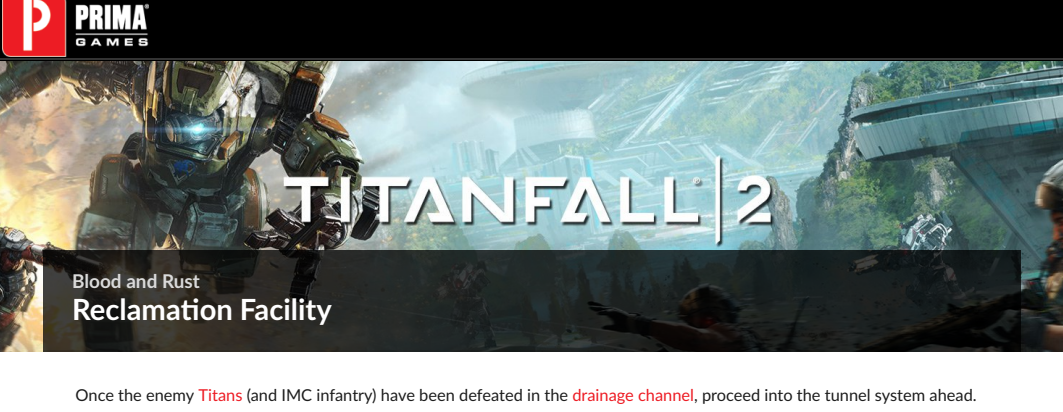
TITAN BATTERIES

During the battle in the drainage channel, look for these green, glowing Titan batteries. During the campaign, these batteries are essential for restoring BT's armor—think of these as health pickups. Simply walk over a battery to restore BT's armor. Batteries are dropped by defeated Titans, but they can also be found in crates like this. You'll need to smash (or shoot) the crate to retrieve the battery inside.



With each hit you score on an enemy, you charge BT's Core. Once charged, a Titan can unleash the power of its Core to initiate a devastating attack. The Core's ability differs based on your current Titan loadout. The Expedition Loadout features Burst Core, allowing the X0-16 to fire a stream of amped bullets. While Burst Core is active, the X0-16 fires for approximately seven seconds, with no need to reload. Wait for the right moment to unleash Burst Core on an enemy Titan. For best results, single out a Titan with full health—one activation of Burst Core is enough to tear it apart. While Burst Core is active, keep the X0-16 trained on your target, continually tracking its movements as it tries to escape.

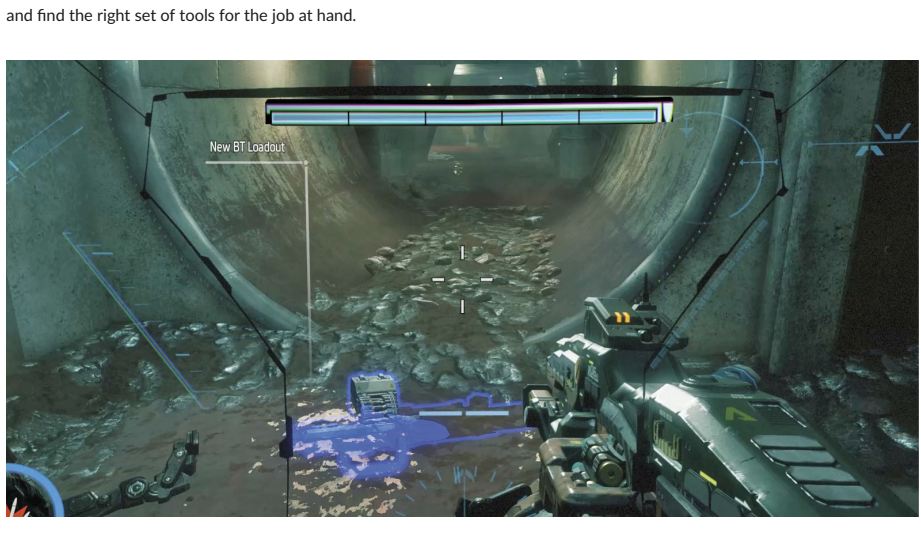




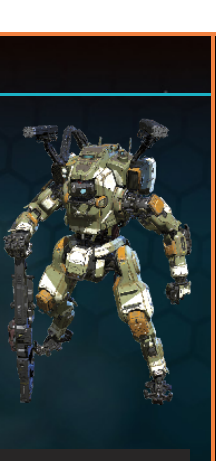
Blood and Rust

Reclamation Facility

Once the enemy Titans (and IMC infantry) have been defeated in the drainage channel, proceed into the tunnel system ahead. The Militia Titans opt to hold back and secure the area. Inside the tunnel you'll find a couple of Titan batteries, as well as the Tone Titan Loadout. Throughout the campaign you'll encounter new loadouts for BT. Access BT's Loadout Database to switch from the Expedition Loadout to the Tone Loadout. Make a habit of switching loadouts as dictated by the ever-changing tactical situation. For example, some loadouts are better suited for close range engagements, while others are best deployed at long range. While you access this database menu, the game is paused. So don't feel rushed. Cycle through your available loadouts and find the right set of tools for the job at hand.



BT-7274 (Loadout: Tone)

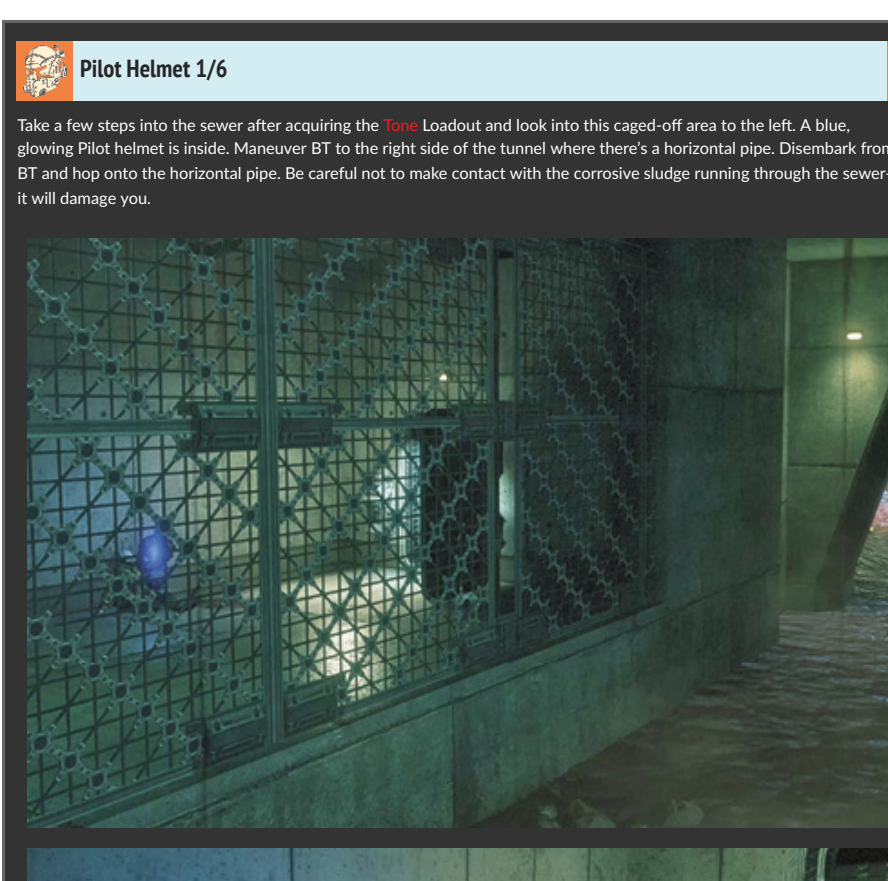


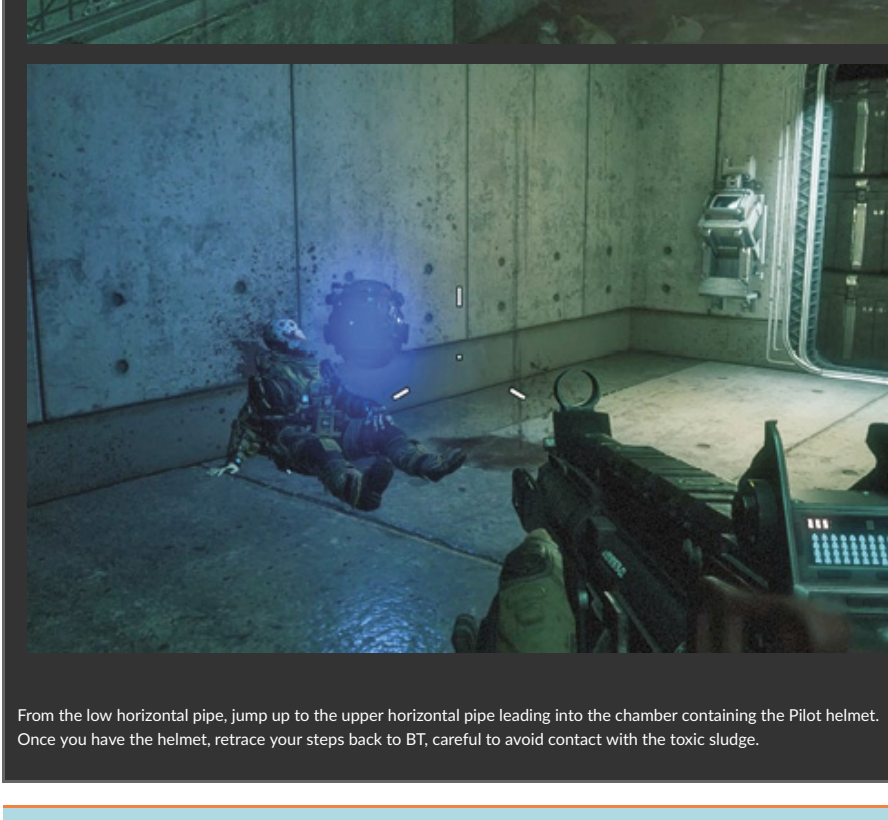
The Tone Loadout is another well-balanced option for BT. In addition to dealing impressive damage, the 40mm Tracker Cannon can help acquire lock-ons. It takes three hits from the cannon to acquire a full lock-on. The Sonar Lock can also be deployed to help acquire locks. Once a lock is achieved, the Tracking Rockets can be fired, automatically homing in on the target. The 40mm Tracker Cannon and Tracking Rockets are a lethal duo. When there isn't adequate cover, deploy the Particle Wall. This stationary force field blocks all incoming shots, but you can still shoot through it. This can give you a huge advantage during Titan duels—just watch out for enemies attempting to flank.

WEAPON/ABILITY	NAME	DESCRIPTION
	40mm Tracker Cannon	Fires semi-auto explosive rounds. (Acquires partial lock-on.)
	Salvo Core	Fires guided missiles that follow where Tone aims.
	Tracking Rockets	Fires missiles at fully locked enemies. (Full lock-on required.)
	Particle Wall	Force field blocks incoming fire on one side.
	Sonar Lock	Reveals enemies in an area. (Establishes partial lock.)

Pilot Helmet 1/6

Take a few steps into the sewer after acquiring the Tone Loadout and look into this caged-off area to the left. A blue, glowing Pilot helmet is inside. Maneuver BT to the right side of the tunnel where there's a horizontal pipe. Disembark from BT and hop onto the horizontal pipe. Be careful not to make contact with the corrosive sludge running through the sewer—it will damage you.

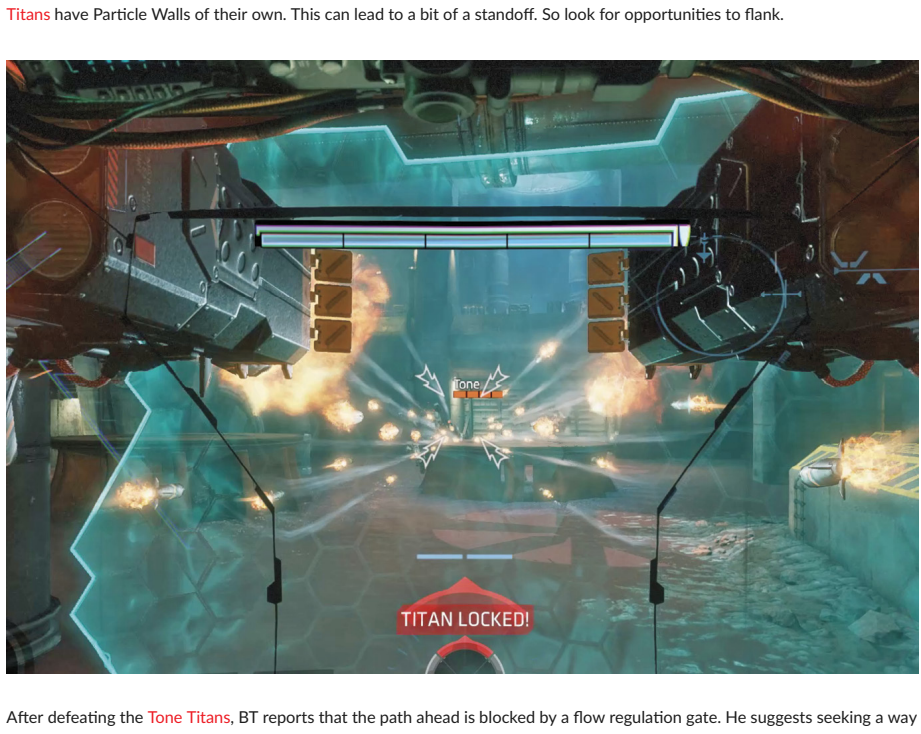




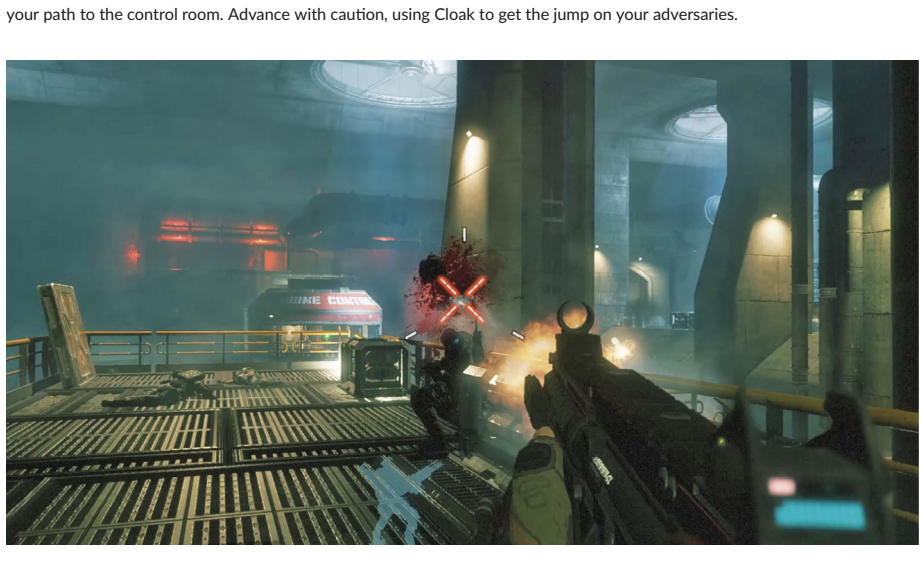
From the low horizontal pipe, jump up to the upper horizontal pipe leading into the chamber containing the Pilot helmet. Once you have the helmet, retrace your steps back to BT, careful to avoid contact with the toxic sludge.

FLOW REGULATION GATE

Continue through the tunnel system to a large open chamber. Two Tone Titans are waiting to ambush you. Immediately deploy a Particle Wall at the entrance into the chamber and open fire on the enemy Titans. Use a combination of 40mm rounds and Tracking Rockets to chip away at the enemy Titans' armor. A red circular reticle appears around an enemy Titan once it has been locked. Take this as your cue to fire the Tracking Rockets. If BT's Core was partially charged from the previous battle, now's the perfect time to try out Tone's Salvo Core, firing a continuous stream of guided missiles. Remember, the enemy Tone Titans have Particle Walls of their own. This can lead to a bit of a standoff. So look for opportunities to flank.

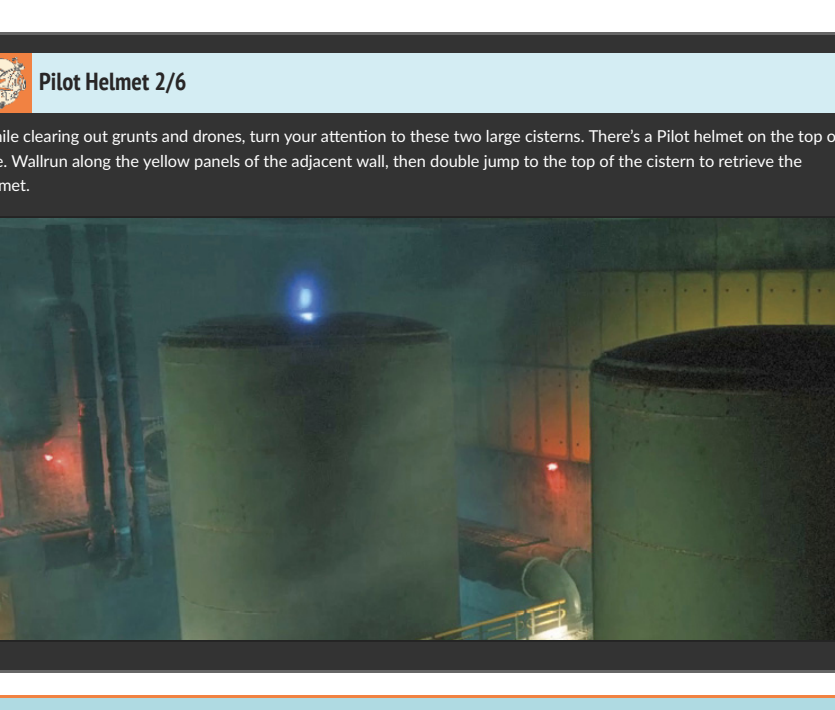


After defeating the Tone Titans, BT reports that the path ahead is blocked by a flow regulation gate. He suggests seeking a way to open the gate. Before disembarking, turn your attention to the Militia grunts firing down on your position. Eliminate as many of these threats as possible. The Expedition Loadout's Multi-Target Missile System is ideal for taking out multiple threats. When the incoming fire has died down, move to the right side of the chamber and disembark. A mix of grunts and drones block your path to the control room. Advance with caution, using Cloak to get the jump on your adversaries.



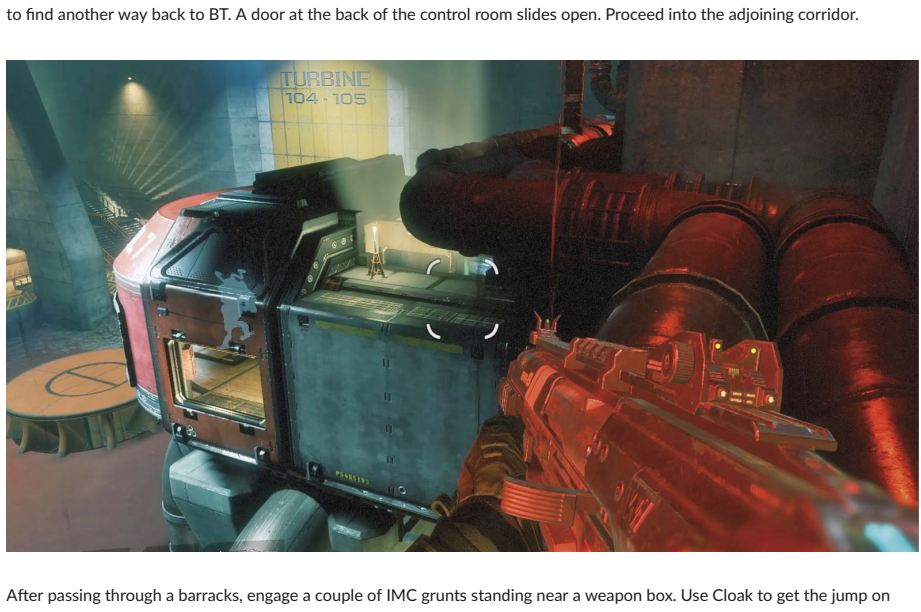
Pilot Helmet 2/6

While clearing out grunts and drones, turn your attention to these two large cisterns. There's a Pilot helmet on the top of one. Wallrun along the yellow panels of the adjacent wall, then double jump to the top of the cistern to retrieve the helmet.

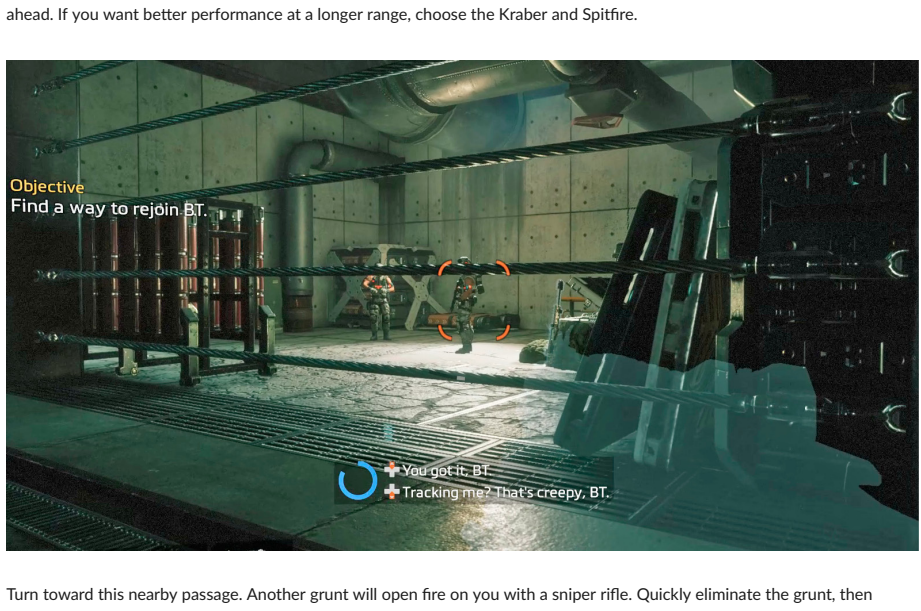


CONTROL ROOM

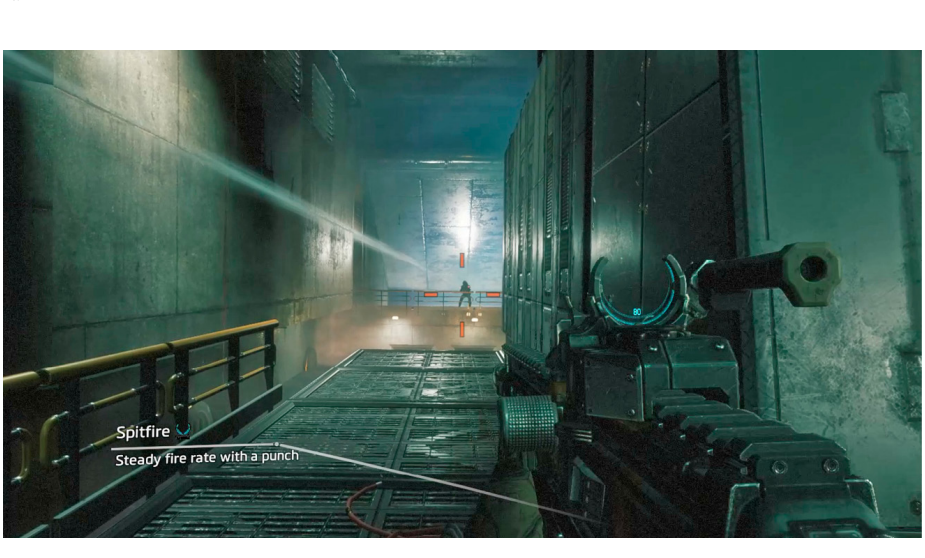
Fight your way past the grunts and drones until you spot a pair of red-lit horizontal pipes in the corner of a storage chamber. Jump onto the pipes and follow them to the control room. Drop through the opening in the roof of the control room. Then interact with the green-lit console to open the flow regulation gate. A safety airlock seals you in the control room. You'll need to find another way back to BT. A door at the back of the control room slides open. Proceed into the adjoining corridor.

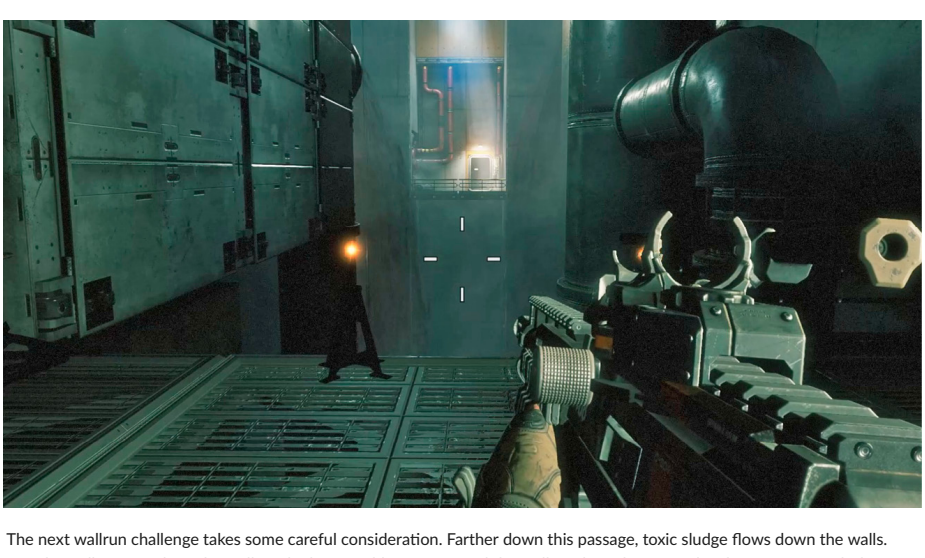


After passing through a barracks, engage a couple of IMC grunts standing near a weapon box. Use Cloak to get the jump on them and then consider updating your arsenal. The weapon box contains an EVA-8 Auto Shotgun and a Spitfire Light Machine Gun. A Kraber Sniper Rifle rests alongside the box. The EVA-8 Auto and Spitfire LMG make a good combination for the path ahead. If you want better performance at a longer range, choose the Kraber and Spitfire.



Turn toward this nearby passage. Another grunt will open fire on you with a sniper rifle. Quickly eliminate the grunt, then wallrun along the wall to the left to reach the distant catwalk where the sniper once stood. Slide down the adjoining spillway, then double jump toward another catwalk, which is occupied by a Marvin. The Marvin isn't a threat, so don't waste ammo on it.



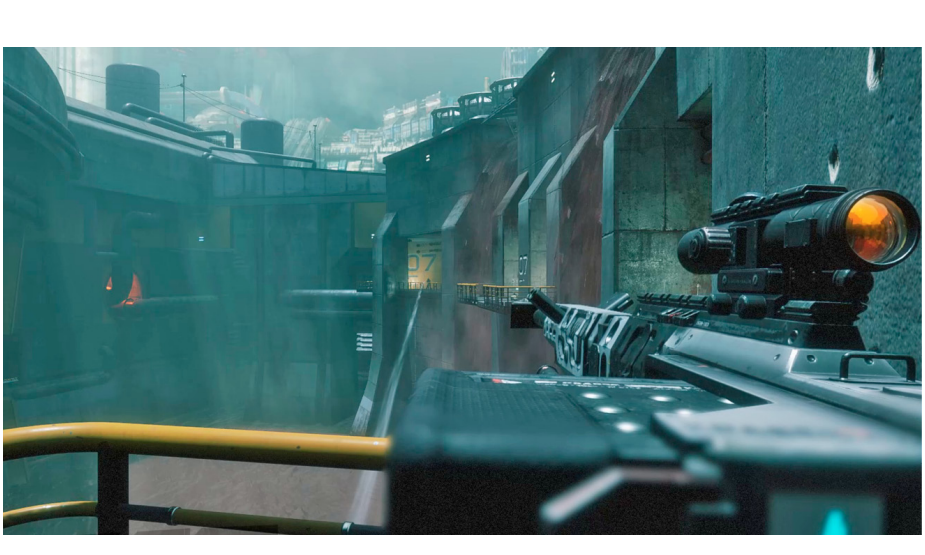


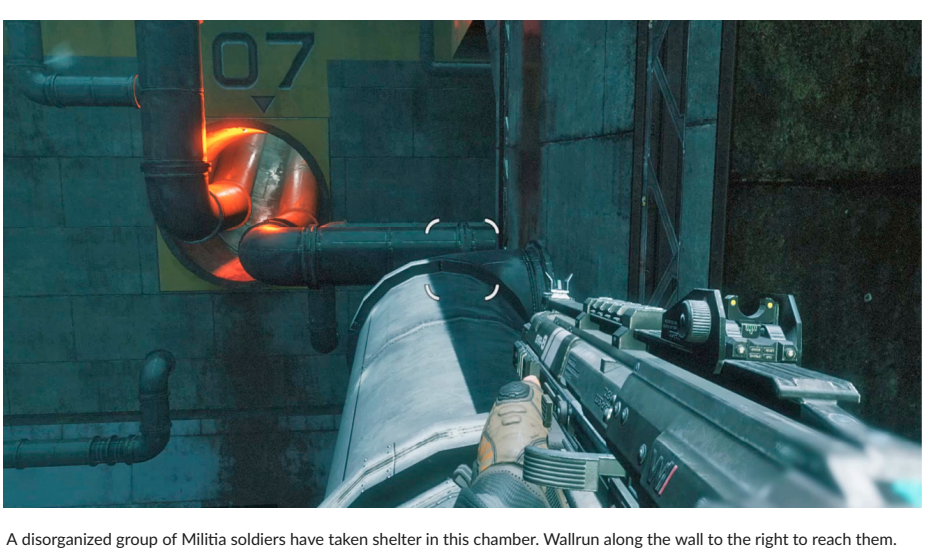
The next wallrun challenge takes some careful consideration. Farther down this passage, toxic sludge flows down the walls. Start by wallrunning along the wall on the left. Double jump toward the wall on the right to avoid making contact with the corrosive sludge. After wallrunning on the right wall, leap to the nearby catwalk and melee attack the grunt that wanders out of the doorway.

SLUDGE FALLS

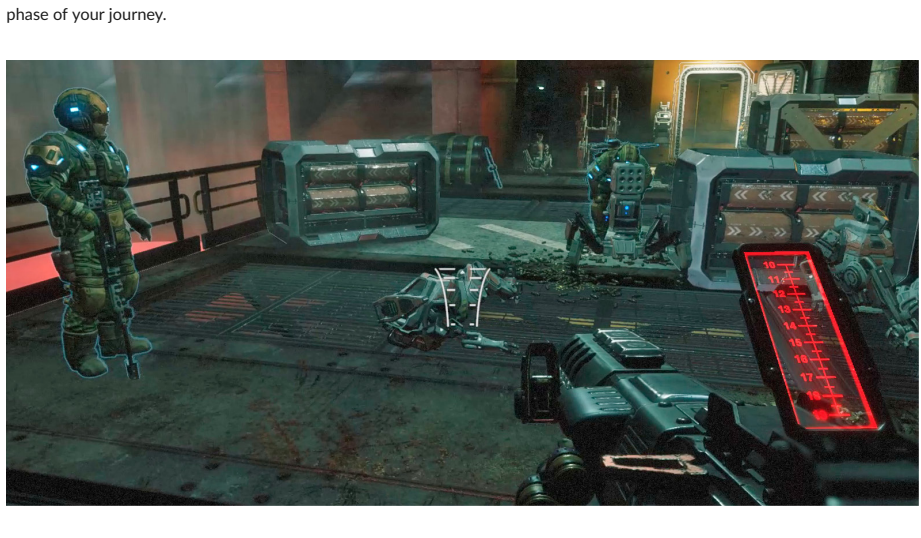
Sneak up behind a pair of grunts outside on this catwalk. Take them out, then grab the Kraber Sniper Rifle that is propped up against the wall. Use the Kraber to engage several grunts positioned along the distant catwalks. These grunts are also armed with Kraber Sniper Rifles, so limit your exposure. Strafe out from the wall on the right to take shots. Then duck back behind cover as the weapon cycles a new round. When it's clear, traverse the adjoining walkway, using wallruns, as necessary, to negotiate gaps. There may be a few more grunts, Spectres, and drones along the way, so be ready to duck behind cover.

At the end of the catwalk, turn to the left and hop onto the adjoining horizontal pipe. Next, wallrun along the wall to the right, then double jump to the distant horizontal pipe, and enter the red-lit tunnel ahead. You can hear voices...



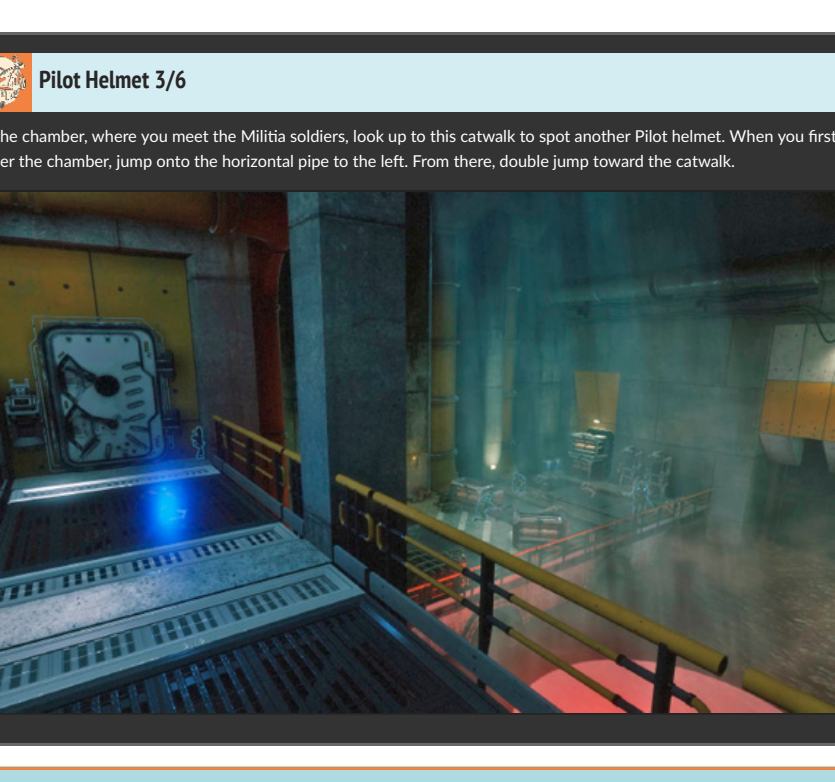


A disorganized group of Militia soldiers have taken shelter in this chamber. Wallrun along the wall to the right to reach them. Among the soldiers' belongings is a cache of weapons, including an MGL Grenade Launcher and an L-Star. Sort through the weapons scattered on the ground and assemble a versatile loadout. The L-Star and MGL are highly recommended for the next phase of your journey.



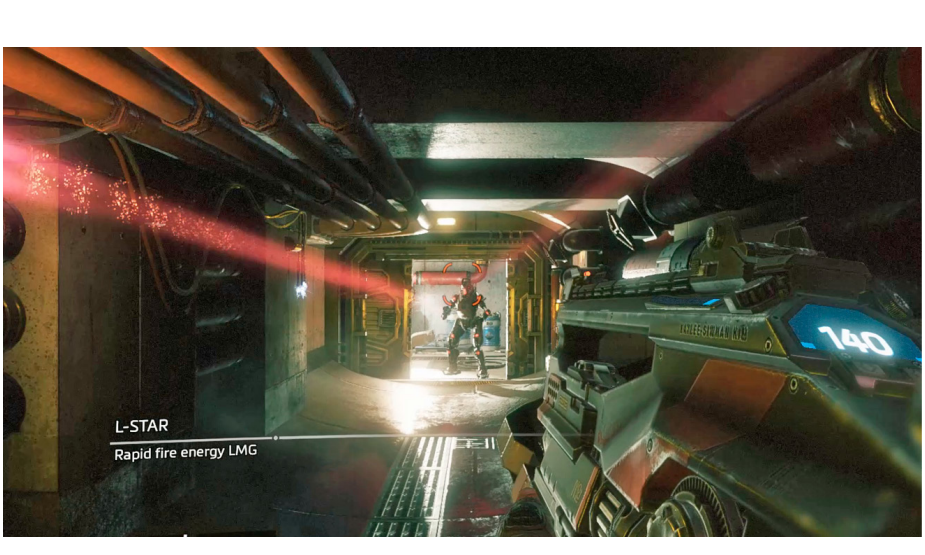
Pilot Helmet 3/6

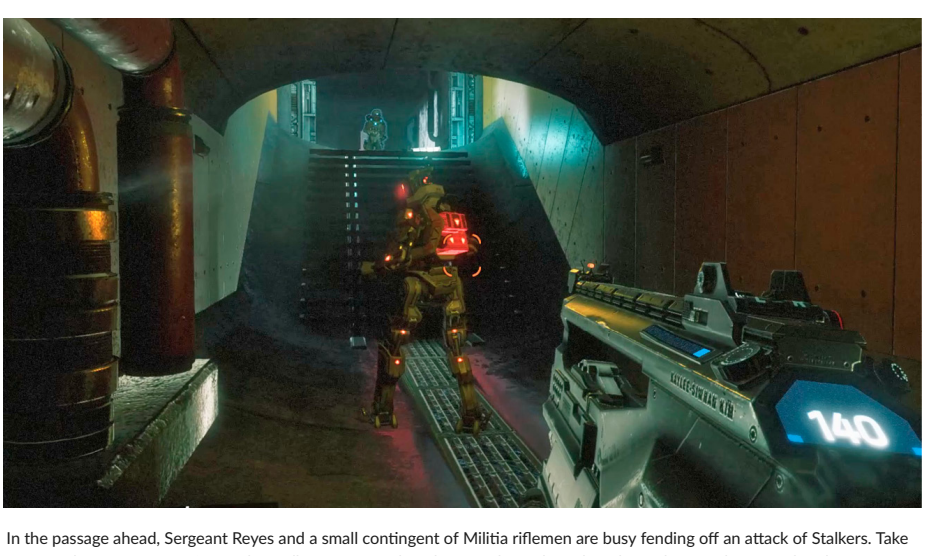
In the chamber, where you meet the Militia soldiers, look up to this catwalk to spot another Pilot helmet. When you first enter the chamber, jump onto the horizontal pipe to the left. From there, double jump toward the catwalk.



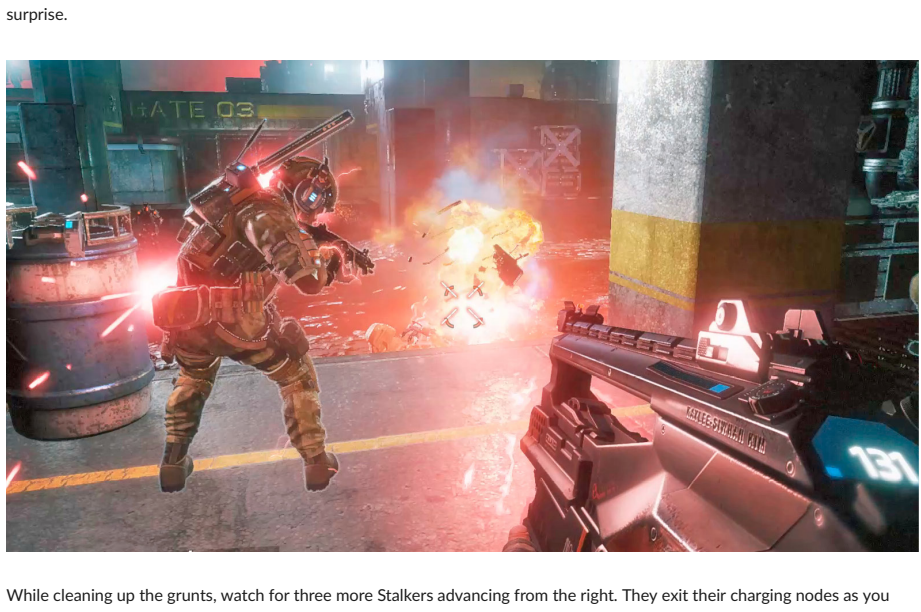
STALKER ATTACK

After gearing up, enter the next corridor. Just ahead, a Stalker claws its way through a closed door. While these robotic enemies look similar to a Spectre, they're far more aggressive. Using your weapon of choice, shoot the Stalker in the torso, causing it to double over for a couple of seconds. As the Stalker bends over, take note of the red box on its back—this "backpack" is its weak spot. Either flank or get the Stalker to expose its back, then shoot the red "backpack." When hit, the red box emits sparks, triggering a large explosion. Make sure you're far away from the Stalker when it explodes—the blast radius is impressive. Alternately, you can shoot off a Stalker's legs. But even with their legs destroyed, Stalkers are relentless in their pursuit. They'll keep crawling toward you. While crawling, a Stalker's red "backpack" is exposed, making them easy to finish off. Experiment with takedown techniques on the remaining Stalkers in this tunnel system.

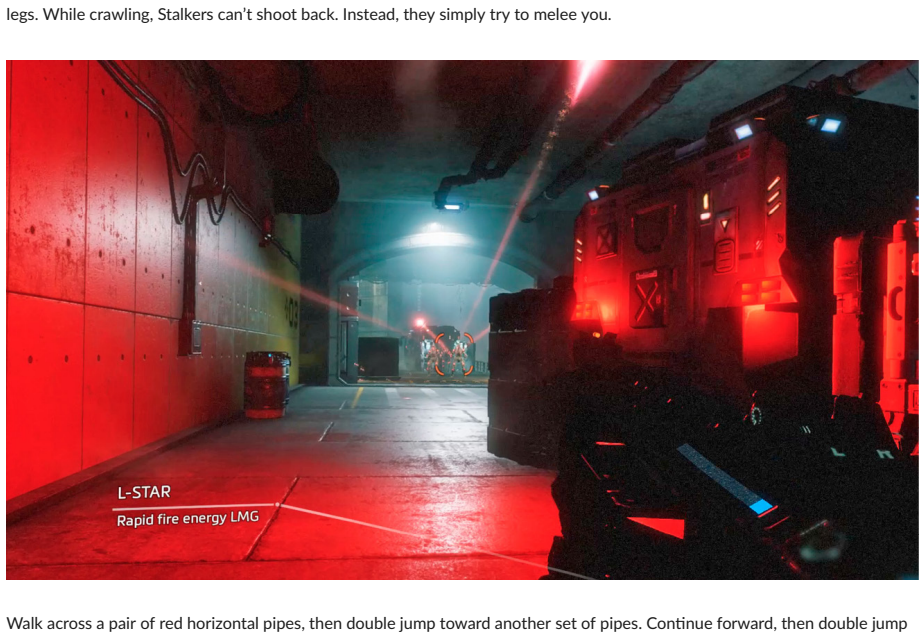




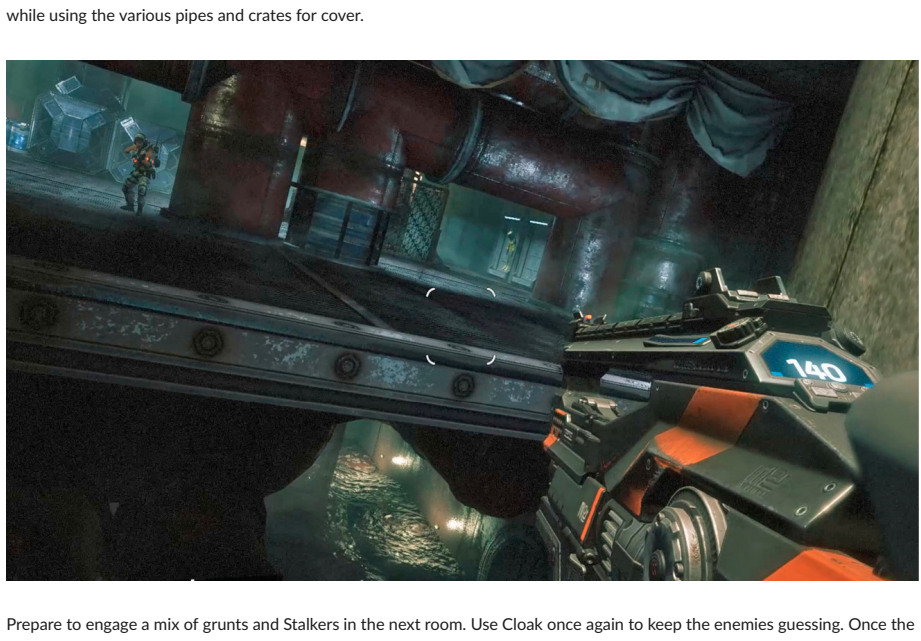
In the passage ahead, Sergeant Reyes and a small contingent of Militia riflemen are busy fending off an attack of Stalkers. Take cover and turn your attention to the Stalkers crossing the adjoining channel. To slow their advance, shoot for their legs. But even after you've lopped off their legs, don't forget to shoot their red "backpack." The secondary explosion caused by detonating a "backpack" is ideal for taking out nearby Stalkers. When the Stalker advance has subsided, double jump across the channel and attack several IMC grunts at close range. Use Cloak to conceal your advance to maintain the element of surprise.



While cleaning up the grunts, watch for three more Stalkers advancing from the right. They exit their charging nodes as you approach. Duck in and out of cover while engaging these Stalkers. If possible, try to hit the red "backpack" on one of them to trigger a large explosion. One of these explosions should be enough to take out all three Stalkers. Alternately, shoot off their legs. While crawling, Stalkers can't shoot back. Instead, they simply try to melee you.



Walk across a pair of red horizontal pipes, then double jump toward another set of pipes. Continue forward, then double jump toward the wall on the right. As you wallrun along the wall take note of grunts on the platform ahead. Activate Cloak to avoid getting shot. Jump onto the platform, then seek cover before Cloak disengages. Now you can hunt down the grunts one by one while using the various pipes and crates for cover.

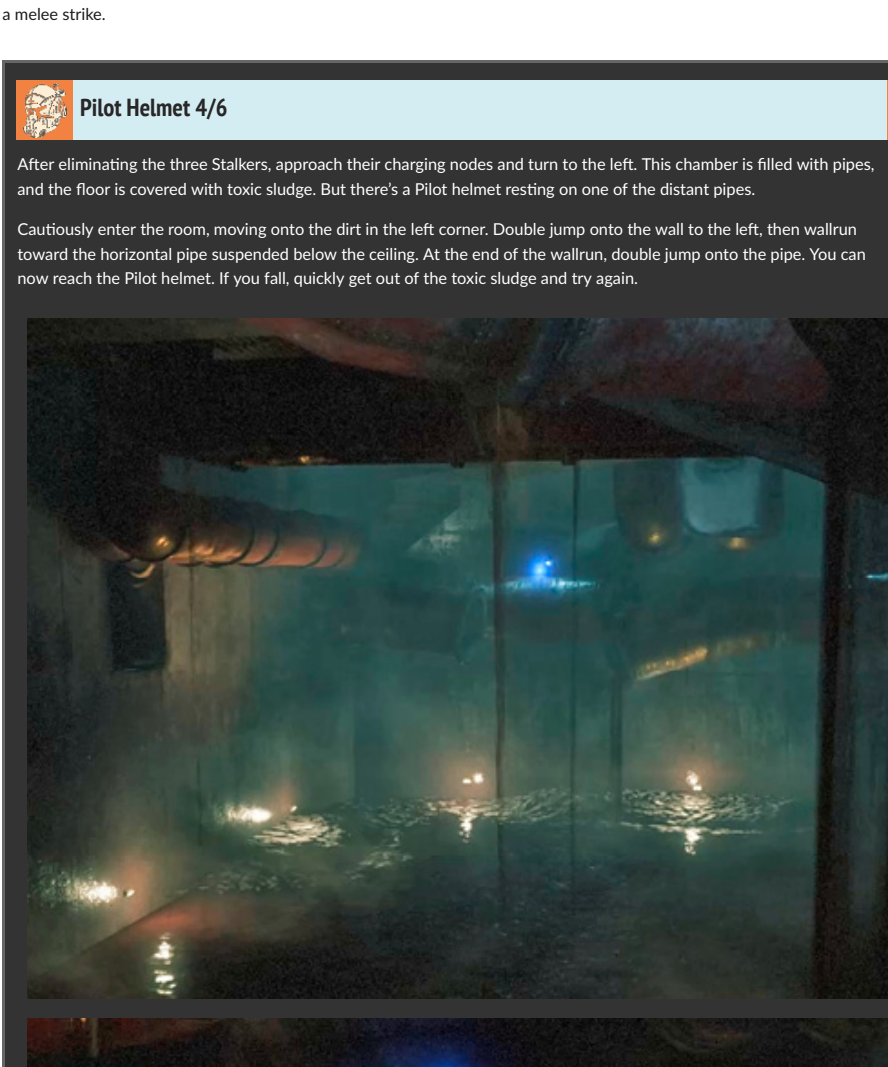


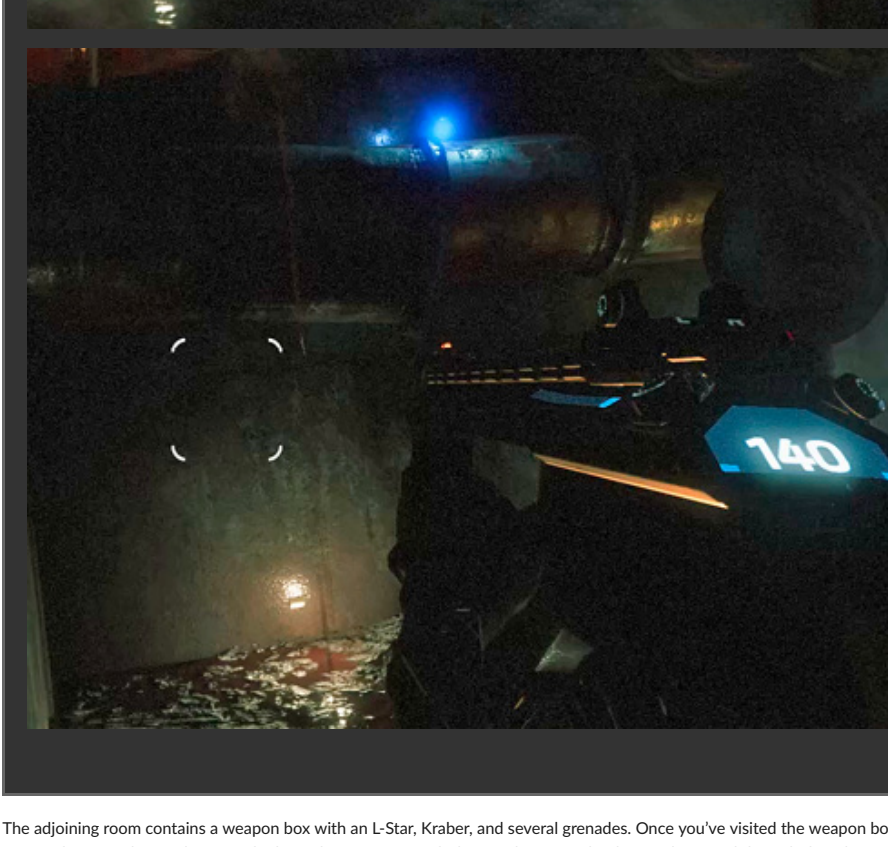
Prepare to engage a mix of grunts and Stalkers in the next room. Use Cloak once again to keep the enemies guessing. Once the threats are eliminated, perform a wallrun along the wall on the right to access the upper walkway. Expect resistance from more grunts up here. The automated turret peering out a window doesn't pose a threat, but feel free to blow it up with a grenade or a melee strike.

Pilot Helmet 4/6

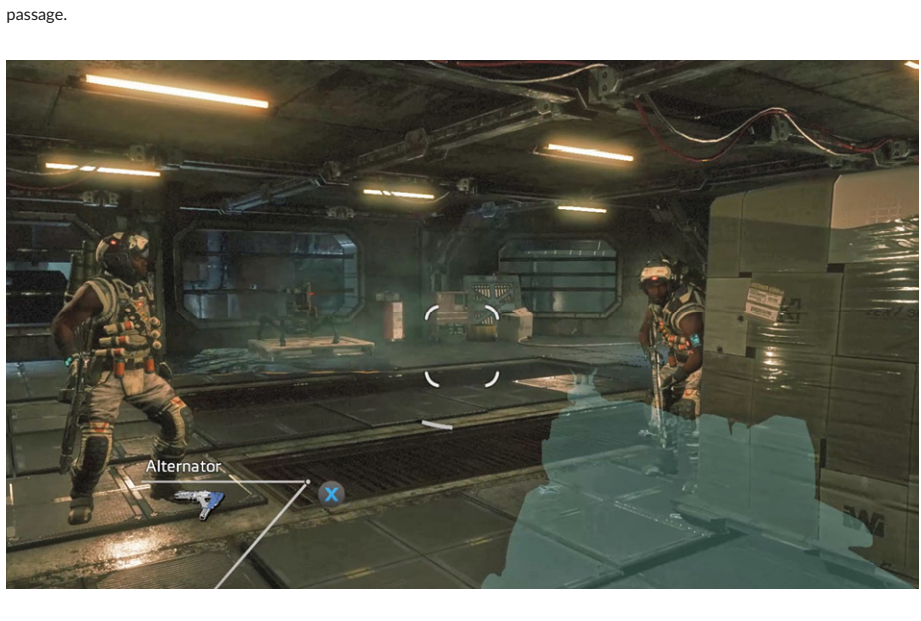
After eliminating the three Stalkers, approach their charging nodes and turn to the left. This chamber is filled with pipes, and the floor is covered with toxic sludge. But there's a Pilot helmet resting on one of the distant pipes.

Cautiously enter the room, moving onto the dirt in the left corner. Double jump onto the wall to the left, then wallrun toward the horizontal pipe suspended below the ceiling. At the end of the wallrun, double jump onto the pipe. You can now reach the Pilot helmet. If you fall, quickly get out of the toxic sludge and try again.



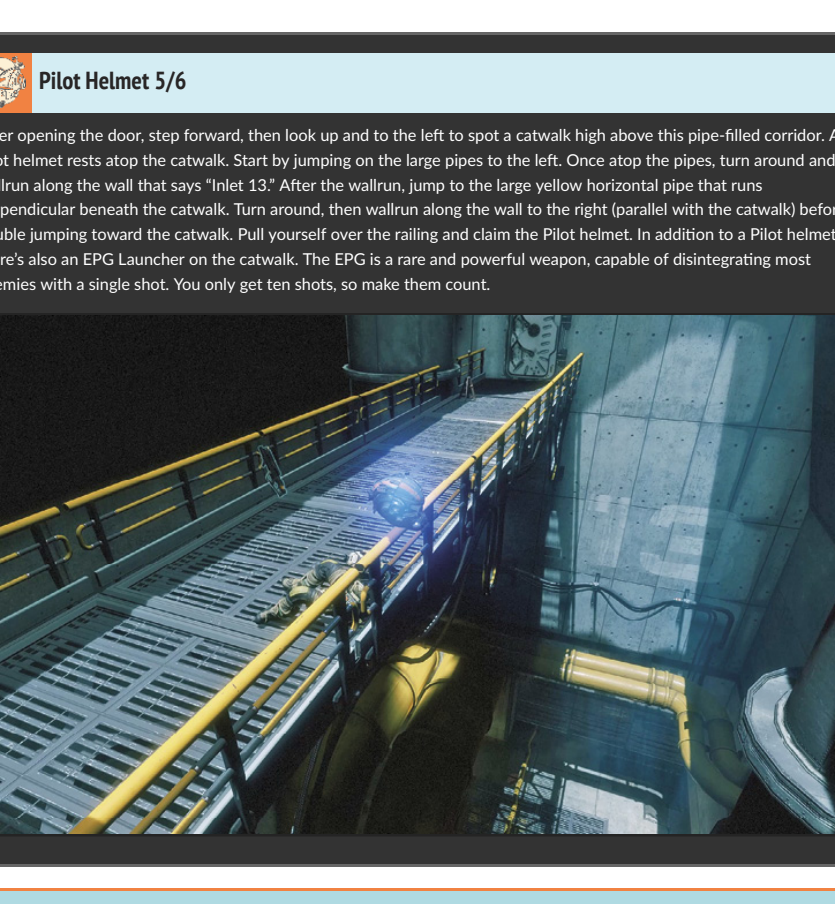


The adjoining room contains a weapon box with an L-Star, Kraber, and several grenades. Once you've visited the weapon box, turn to the green-lit panel next to the large door. Interact with the panel to open the door and proceed through the adjoining passage.



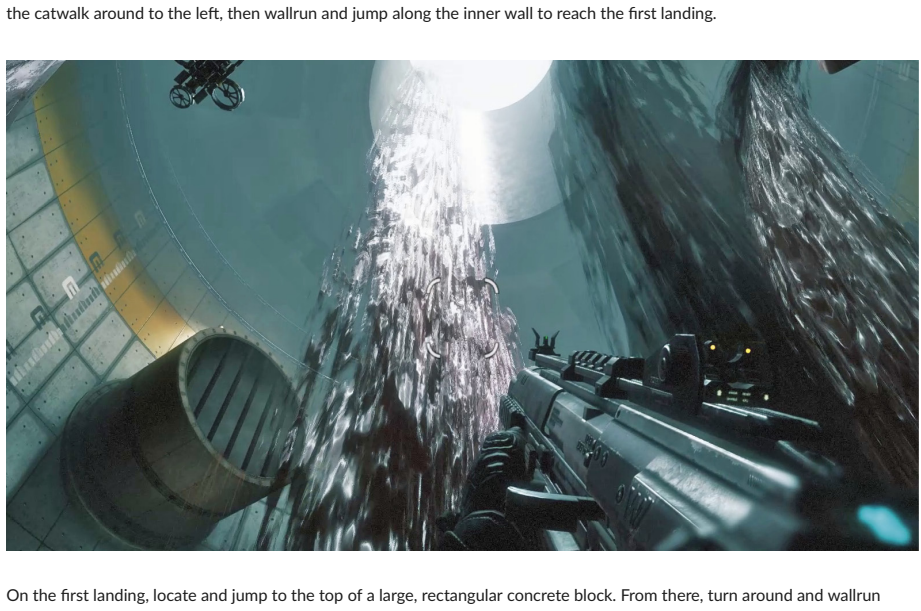
Pilot Helmet 5/6

After opening the door, step forward, then look up and to the left to spot a catwalk high above this pipe-filled corridor. A Pilot helmet rests atop the catwalk. Start by jumping on the large pipes to the left. Once atop the pipes, turn around and wallrun along the wall that says "Inlet 13." After the wallrun, jump to the large yellow horizontal pipe that runs perpendicular beneath the catwalk. Turn around, then wallrun along the wall to the right (parallel with the catwalk) before double jumping toward the catwalk. Pull yourself over the railing and claim the Pilot helmet. In addition to a Pilot helmet, there's also an EPG Launcher on the catwalk. The EPG is a rare and powerful weapon, capable of disintegrating most enemies with a single shot. You only get ten shots, so make them count.

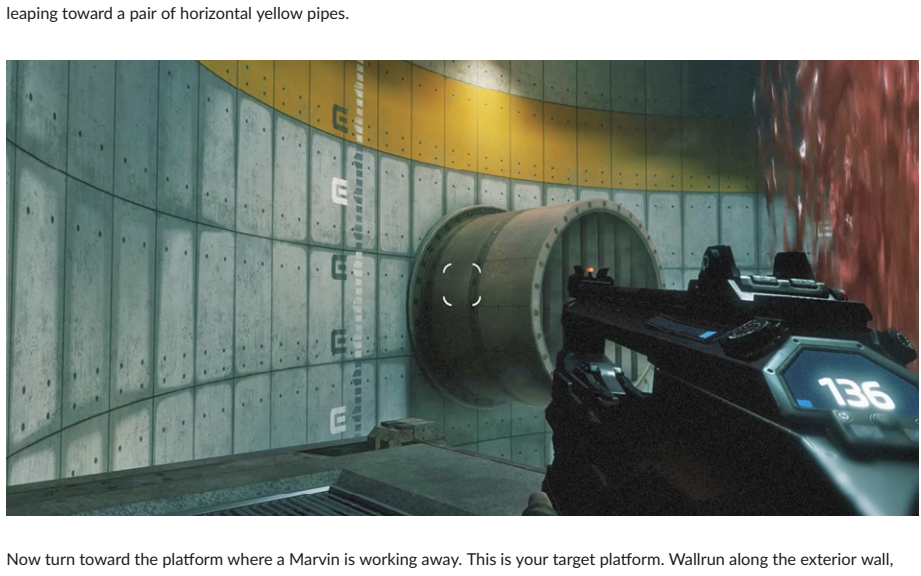


CORKSCREW ROOM

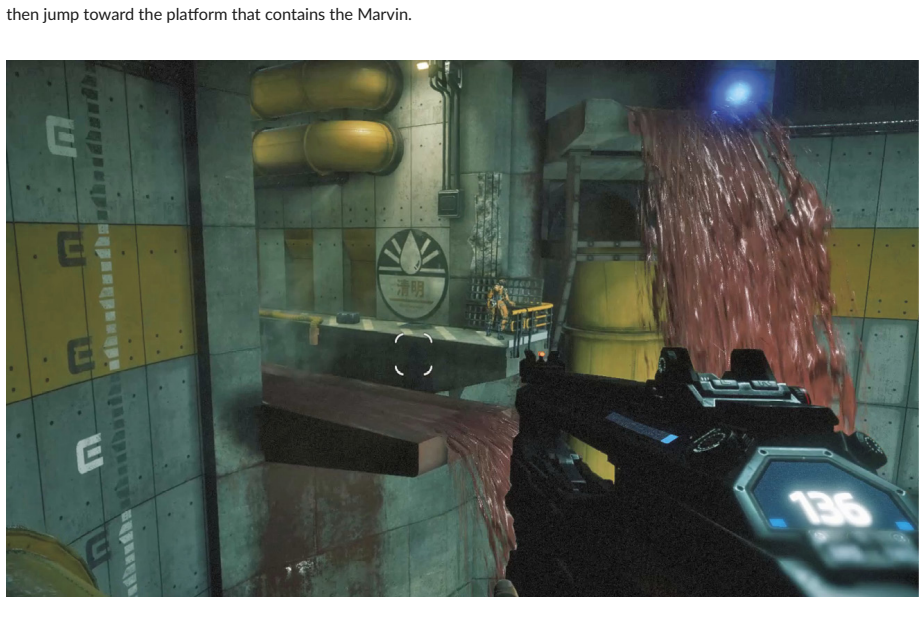
The thunderous sound of rushing liquid fills this cylindrical chamber as multiple spillways of toxic sludge cascade from pipes high above. You need to reach the top of this chamber (using wallruns) without making contact with the toxic sludge. Follow the catwalk around to the left, then wallrun and jump along the inner wall to reach the first landing.



On the first landing, locate and jump to the top of a large, rectangular concrete block. From there, turn around and wallrun toward this large pipe jutting out of the outer wall. Stop on top of the pipe, then initiate another wallrun along the outer wall, leaping toward a pair of horizontal yellow pipes.

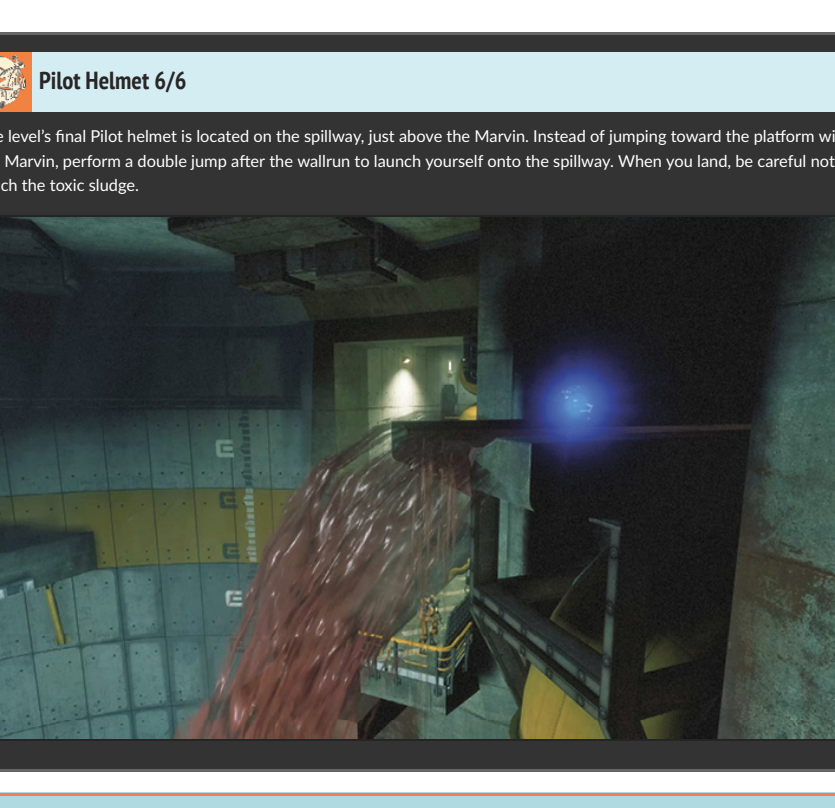


Now turn toward the platform where a Marvin is working away. This is your target platform. Wallrun along the exterior wall, then jump toward the platform that contains the Marvin.



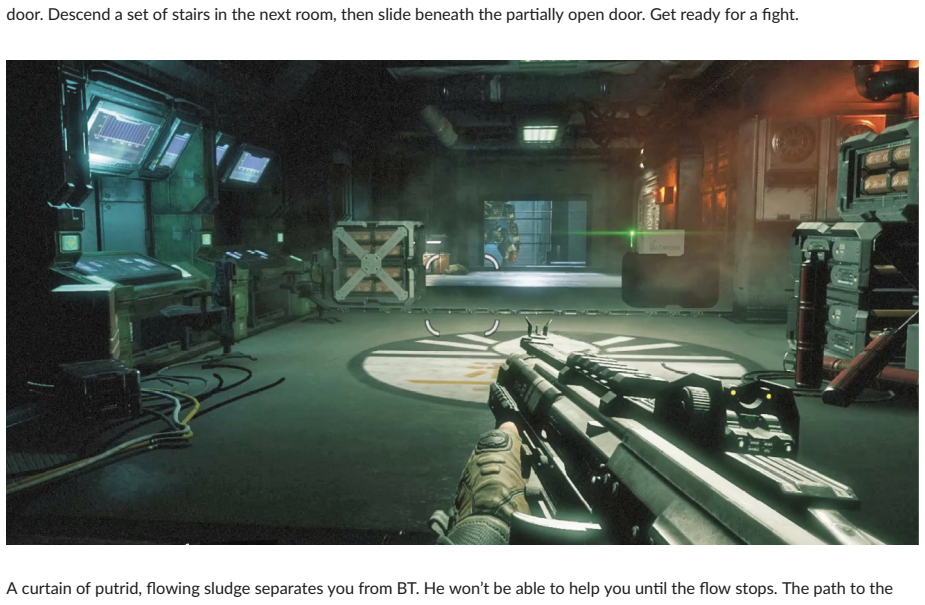
Pilot Helmet 6/6

The level's final Pilot helmet is located on the spillway, just above the Marvin. Instead of jumping toward the platform with the Marvin, perform a double jump after the wallrun to launch yourself onto the spillway. When you land, be careful not to touch the toxic sludge.

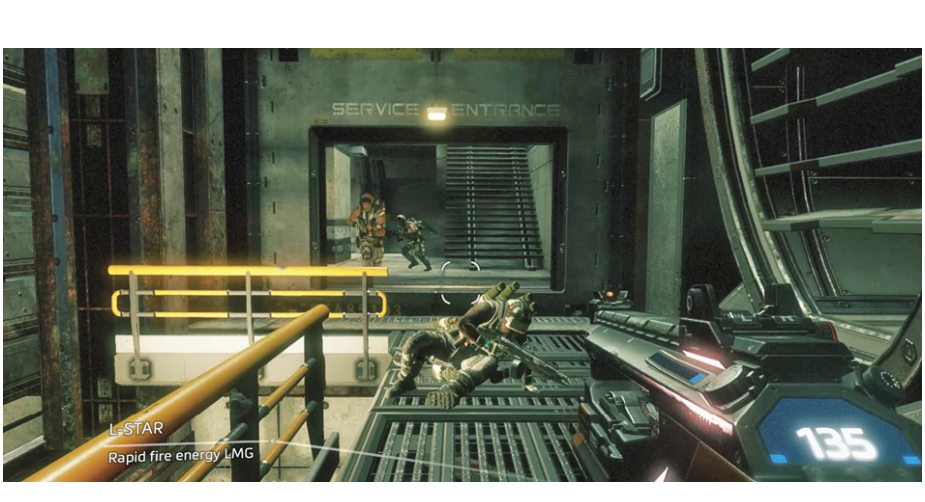


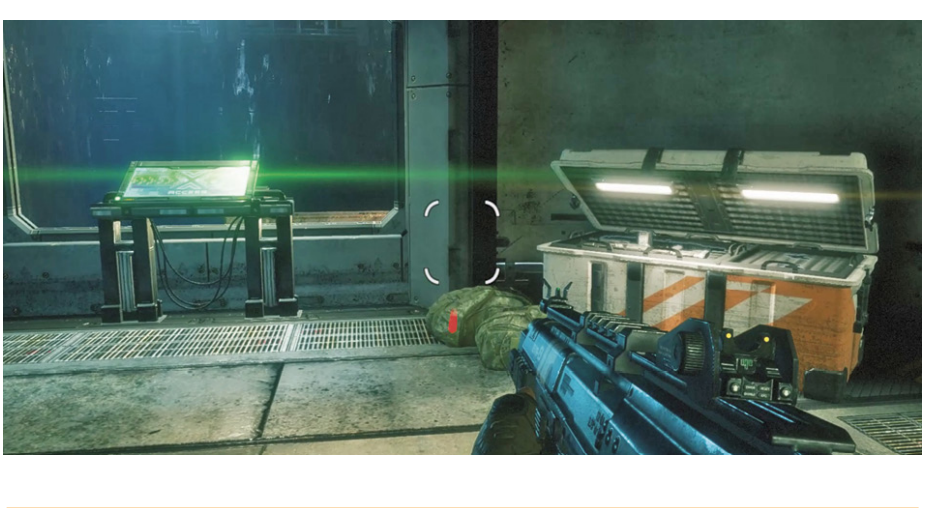
SLUDGE FLOW CONTROL

Advance through the adjoining corridors until you can see BT waiting for you ahead. Before you can reunite, you must first deactivate the sludge flow. Stop by the weapon box in this room, then interact with the green switch to open the adjacent door. Descend a set of stairs in the next room, then slide beneath the partially open door. Get ready for a fight.



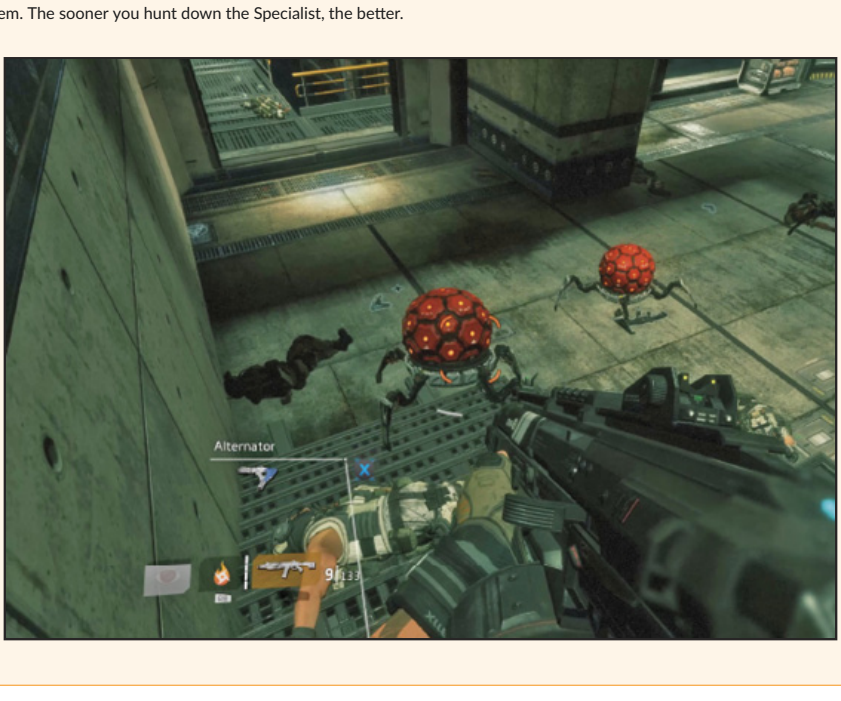
A curtain of putrid, flowing sludge separates you from BT. He won't be able to help you until the flow stops. The path to the sludge flow control room is heavily guarded by IMC grunts. Use Cloak and stay mobile while clearing out hostiles along the way. Fight your way into the control room and interact with the green-lit panel to stop the sludge flow. It takes a while for the flow to cease completely, so don't stick around. Keep moving and using Cloak to avoid getting trapped by grunts.



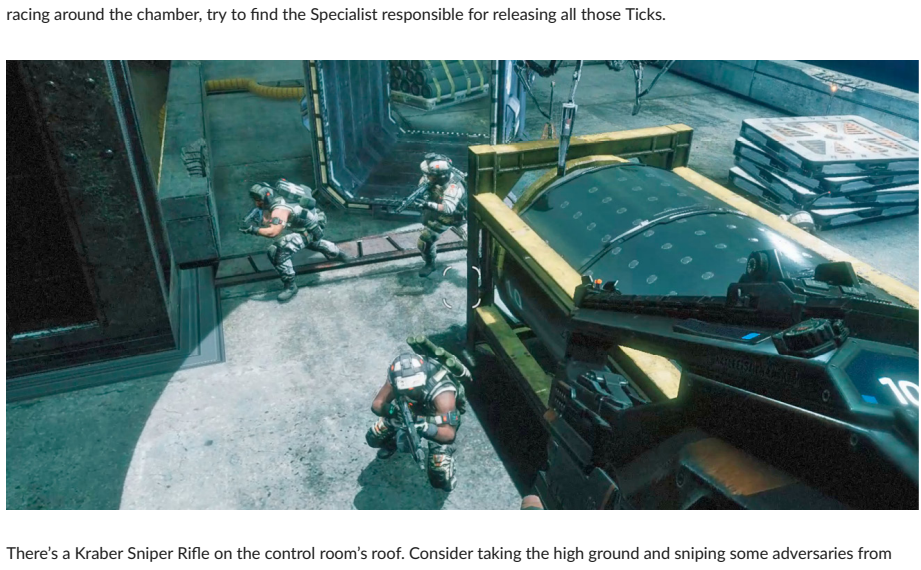


TICKS

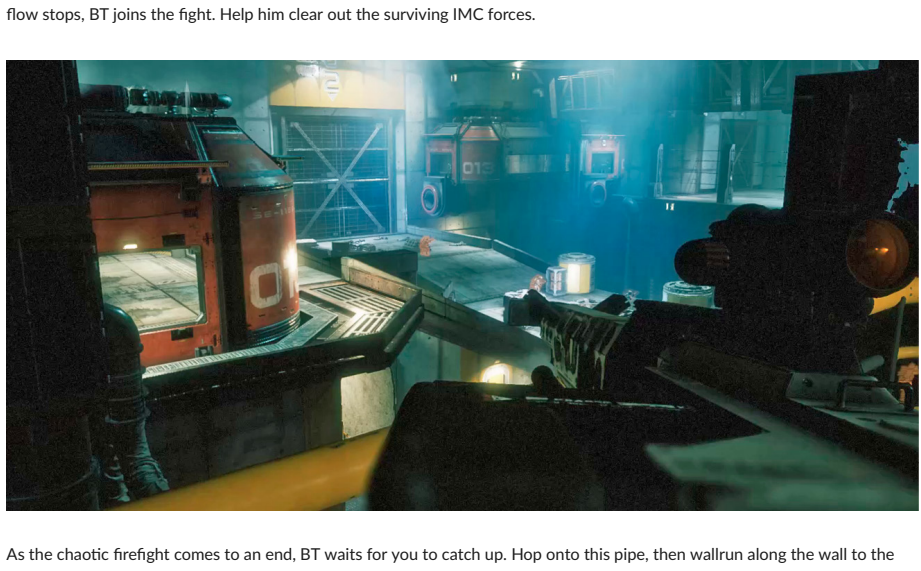
Among the grunts is a Specialist. These enemies deploy drones and Ticks. Ticks are spider-like mechanized explosives. They'll hunt you down and detonate when they're close. So keep your distance. Whatever you do, don't shoot them if they're close. Instead, utilize wallruns and jumps to put some distance between yourself and Ticks before engaging them. Destroying one Tick can set off a chain reaction, detonating all nearby Ticks. For best results, wait until a Tick is next to another enemy before shooting it. Instead of continually running away from Ticks, take out the Specialist who is deploying them. The sooner you hunt down the Specialist, the better.



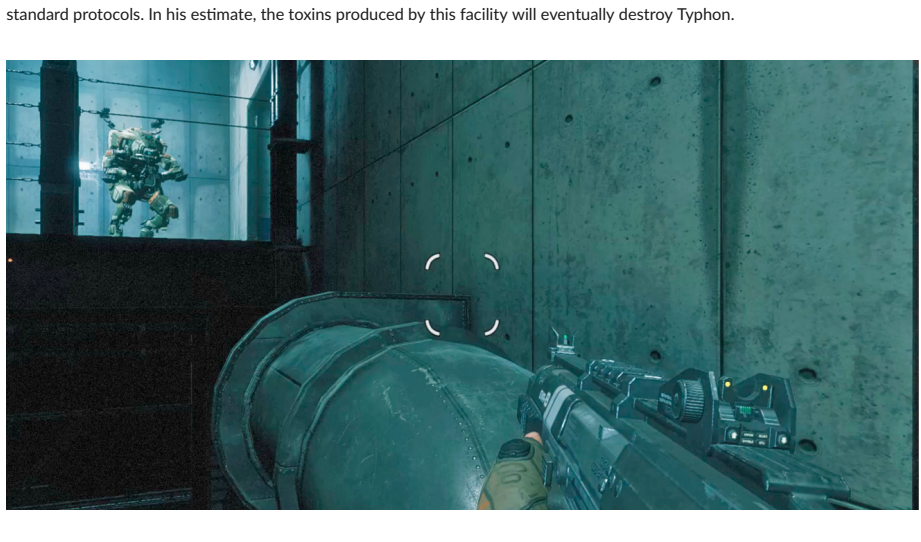
Grunts continually appear throughout the sludge flow shutdown sequence, leaving you isolated from BT. Make circuits around the room, using jumps and wallruns to stay ahead of your pursuers. Activate Cloak liberally to keep the enemies guessing. While dispatching enemies helps, it's better to keep moving until the sludge flow shutdown sequence is complete. While you're racing around the chamber, try to find the Specialist responsible for releasing all those Ticks.



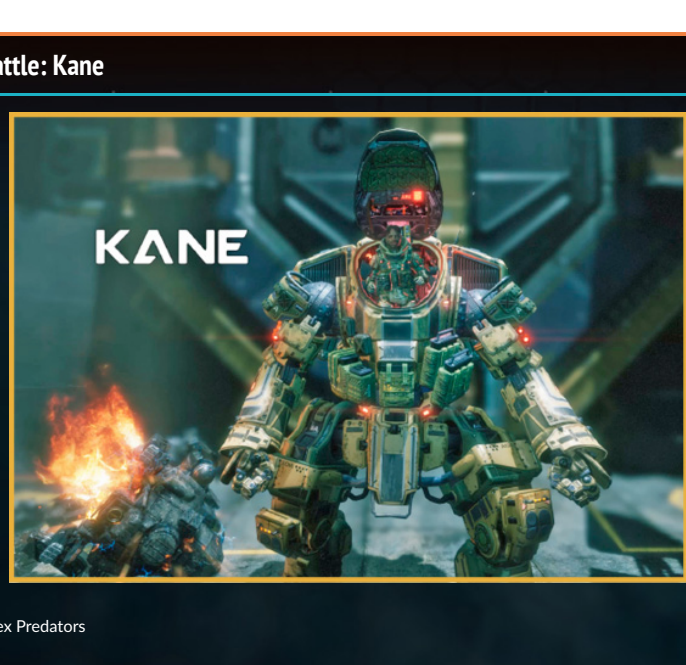
There's a Kraber Sniper Rifle on the control room's roof. Consider taking the high ground and sniping some adversaries from long range. This corner perch can be reached by wallrunning from the control room's rooftop. While this spot is inaccessible to grunts, you'll need to watch out for Ticks. Consider holding out here until the flow shutdown sequence is complete. When the flow stops, BT joins the fight. Help him clear out the surviving IMC forces.



As the chaotic firefight comes to an end, BT waits for you to catch up. Hop onto this pipe, then wallrun along the wall to the right to reunite with BT. As you advance through the adjoining passages, BT reports that this IMC facility is not following standard protocols. In his estimate, the toxins produced by this facility will eventually destroy Typhon.



Boss Battle: Kane



Faction: Apex Predators

Role: Former IMC operative requisitioned by Blisk to support IMC manhunt ops

Age: 33

Skills: Large-scale search, salvage, and recovery, comms and coordination. Excellent multitasker. Masterfully uses a small army of drones and automated infantry to get jobs done that would otherwise have required many more people. Was a top candidate for the IMC's mothballed "Operator" program.

Personal Titan: Scorch

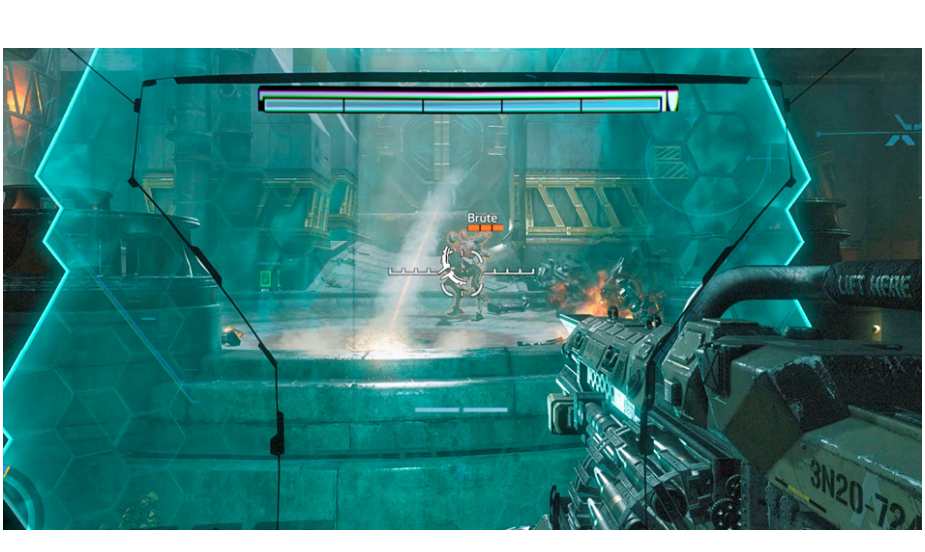
History: Brilliant electrical engineer with a love of gadgets, weapons, and explosives. Anarchistic and loves the independence and freedom of his IMC-backed "counter-insurgency contracts." Born and raised in Los Angeles, IMC trained in Tokyo, initially in drone and remote ops.

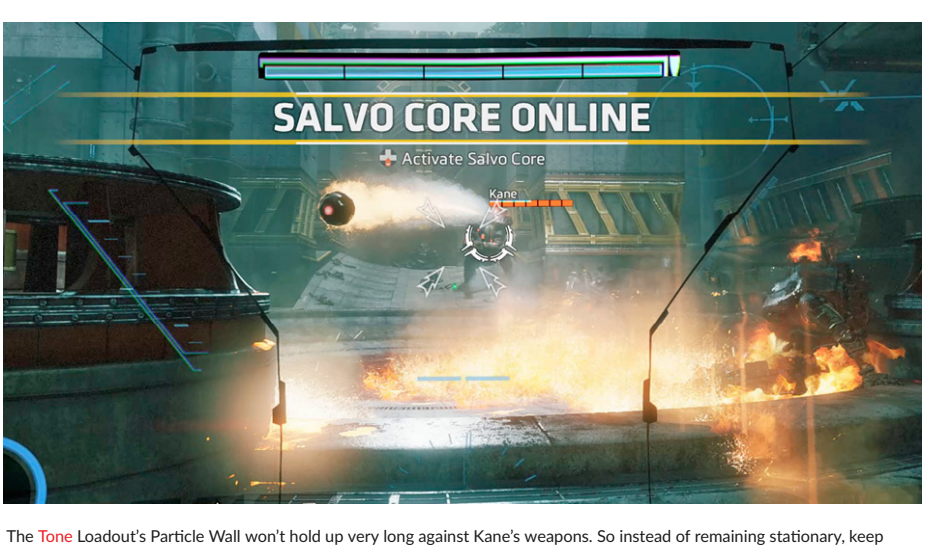
"Kane's not afraid of dying! Gonna take a lot more than that, scrub, now come on and HIT ME!!!" —Kane

The sewer exit is blocked by Kane, one of Blisk's mercenaries. He's just finished off a Militia Titan and its Pilot. But he's more than ready for another fight. Unlike Titans you've confronted thus far, bosses like Kane have Titans equipped with shielding just like BT. This makes them much more resilient. Therefore, prepare to attack aggressively. An enemy Titan's shields are represented by a blue bar above their orange armor bars.

Following Kane's introduction, an enemy Brute Titan drops in to assist him. If you haven't already, equip the Tone Loadout and immediately drop a Particle Wall to absorb incoming rounds. Kane pilots a Scorch Titan, specializing in short-range, fire-based attacks. Instead of focusing on Kane, target the Brute Titan first. Stay behind your Particle Wall and continually pound the Brute with the 40mm Tracker Cannon and Tracking Rockets. Try to eliminate the Brute before Kane can close in and hit you with his Titan's devastating Thermite Launcher.

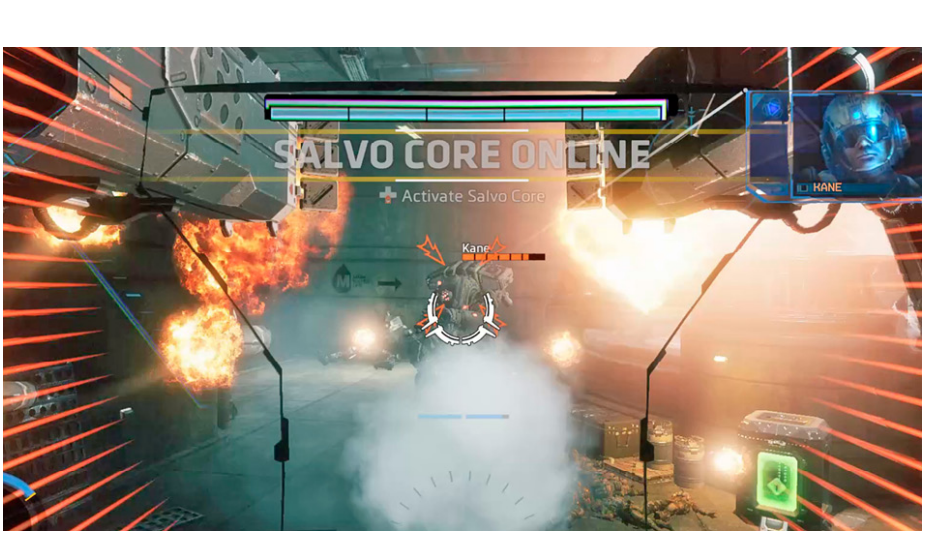
As Kane pushes forward, do your best to keep your distance. While there isn't much room to maneuver, dash laterally to dodge his incoming shots. His Titan's Thermite Launcher lobs large incendiary grenades that explode on contact and coat the target in fire. His Titan's Firewall attack is equally devastating if you're caught in its narrow path. Keep moving and watch your step. If you accidentally stray into an area that's been set ablaze, BT will take continual damage. Monitor your shields and armor at all times to verify you're not taking damage.

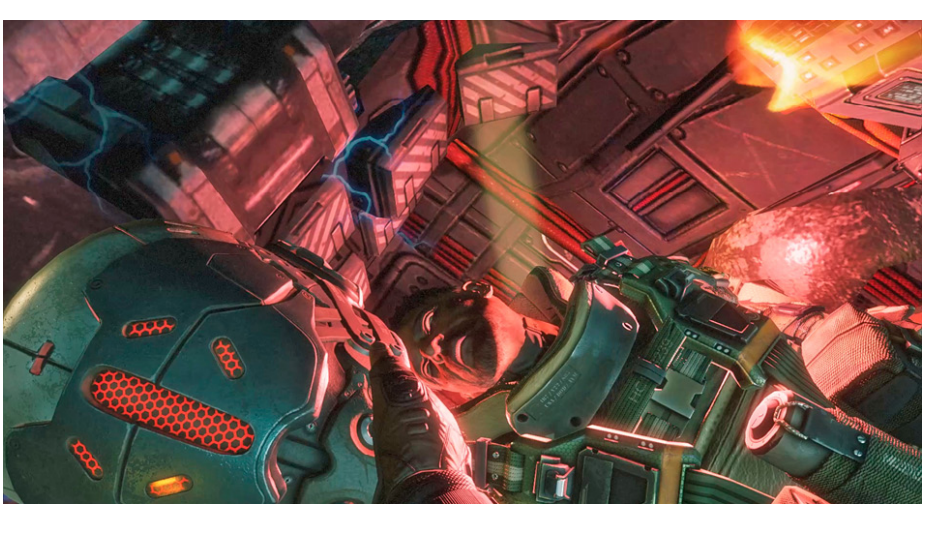




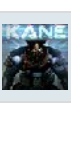
The Tone Loadout's Particle Wall won't hold up very long against Kane's weapons. So instead of remaining stationary, keep moving while scoring hits with the Tone Loadout's 40mm Tracker Cannon and Tracking Rockets. When Salvo Core becomes available, get ready to make an aggressive push. Salvo Core can take down Kane's shields and a good portion of his Titan's armor. Follow up with an aggressive attack, pounding Kane with continuous 40mm rounds and Tracking Rockets. Or, if you prefer, switch back to the Expedition Loadout and unleash fury with the X0-16. The Expedition's Vortex Shield comes in handy for tossing Kane's fiery munitions back at him.

If Kane is allowed to retreat, his Titan's shields will regenerate, prolonging the battle. So keep up the attack until Kane's Titan is down for good. Following the battle, BT reports that Kane's helmet radio can be retrieved. This will allow you to eavesdrop on Blisk's comms. Disembark from BT and interact with Kane's fallen Titan. This move pays off immediately, revealing an incriminating conversation between Blisk and Slone: not wanting to deal with prisoners, Blisk tells Slone to execute three captured Militia personnel. But your ability to decrypt enemy communications is only a small victory. If you want to survive, you need to keep moving.





ACHIEVEMENT AND TROPHY CHECKLIST

IMAGE	NAME	DESCRIPTION
	Fire Everything!	Destroy a Titan with your Salvo Core in the Campaign
	Hat Trick	Destroy 3 enemy Titans with 1 Core ability in the Campaign
	Hot Mess	Defeat Kane (Secret)

ARMOR-UP

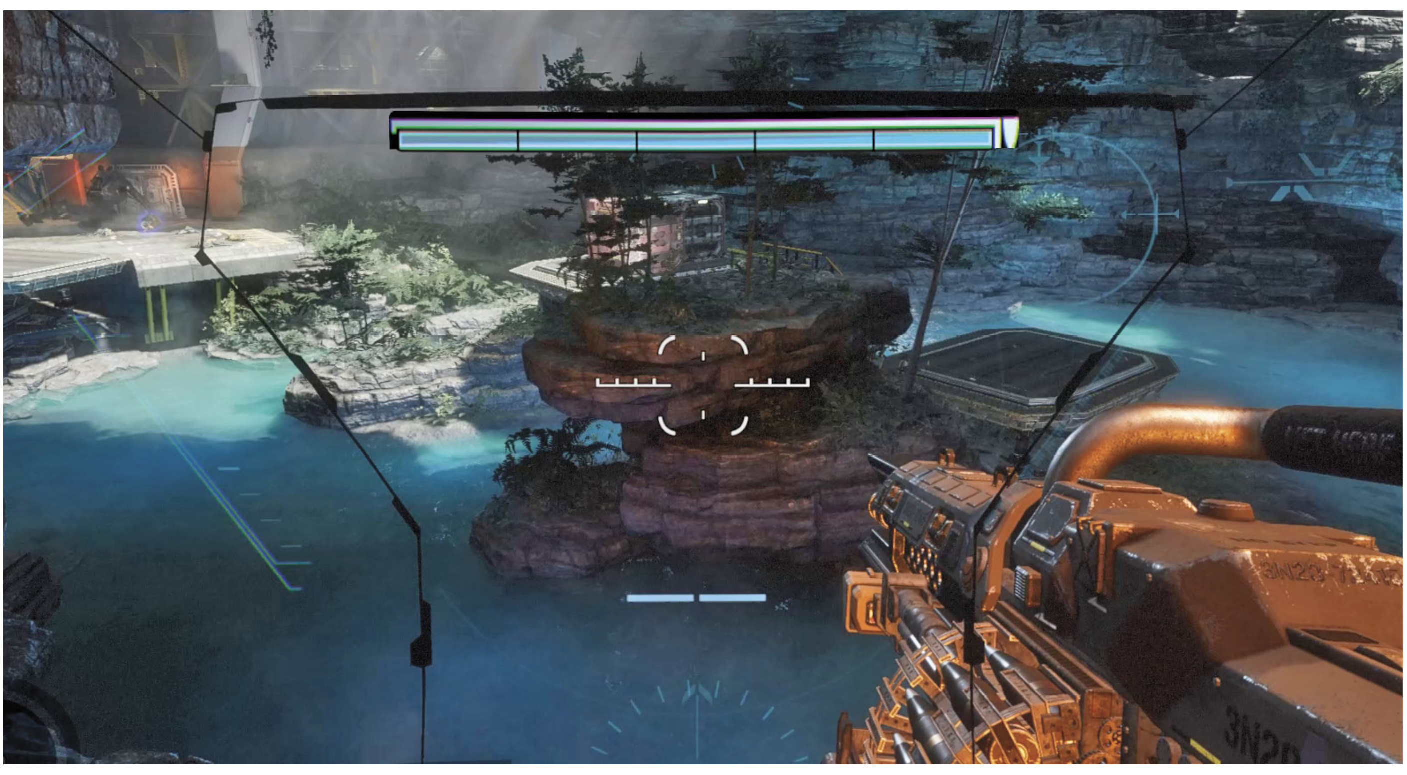
There are a few Titan batteries scattered around the arena-like environment. If BT's armor is getting low, simply smash one of these crates and walk over one of the batteries.

TITANFALL 2

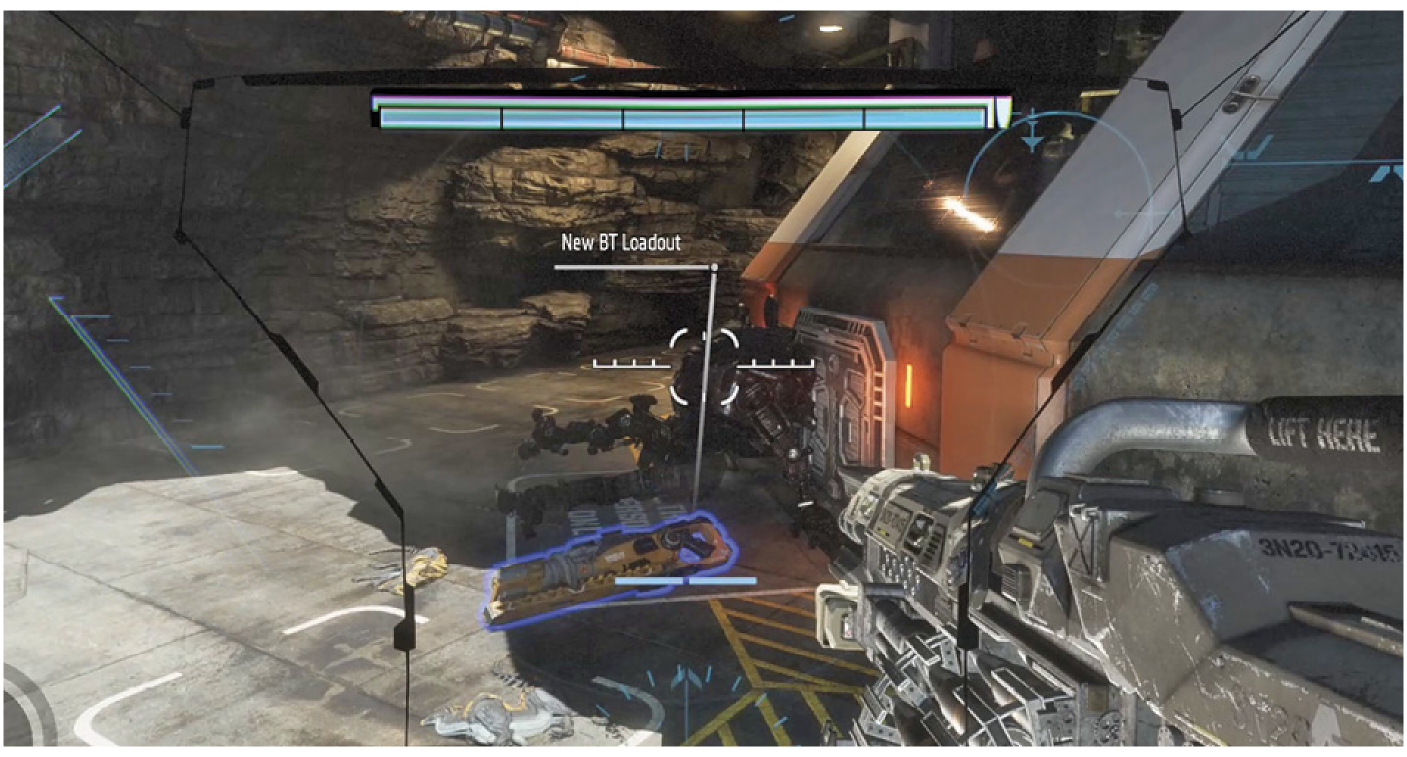
COOPER'S LOGBOOK

We made it through the Reclamation Facility. Continuing en route to the rendezvous point in search of Major Anderson. My neural link with BT is improving—we managed to kill Kane, a mercenary working for the IMC. We're still being hunted, but now that I've got Kane's helmet radio, we can at least eavesdrop on enemy communications.

BT has identified the path taken by Major Anderson. He feels it may be a shortcut to the rendezvous point. Embark and advance past the waterfall. There appears to be some sort of facility built into the adjoining cavern, but BT has no knowledge of it. Drop down into the lagoon and advance through the shallow water toward the platform on the opposite side.

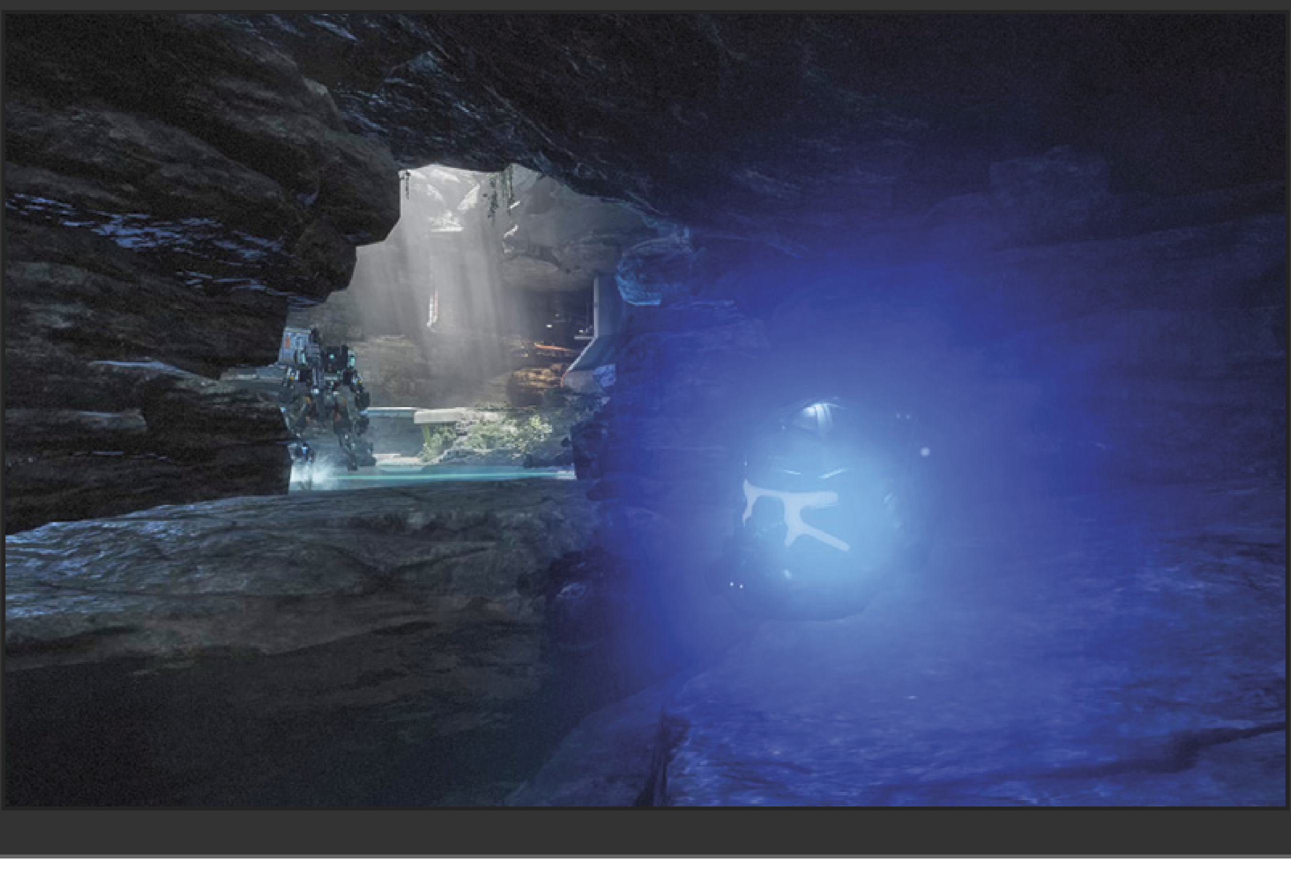


After exiting the lagoon, acquire the Scorch Titan Loadout. This is the same loadout used by Kane, adding some fiery options to your arsenal. Access BT's Loadout Database and equip the Scorch Loadout.



Pilot Helmet 1/9

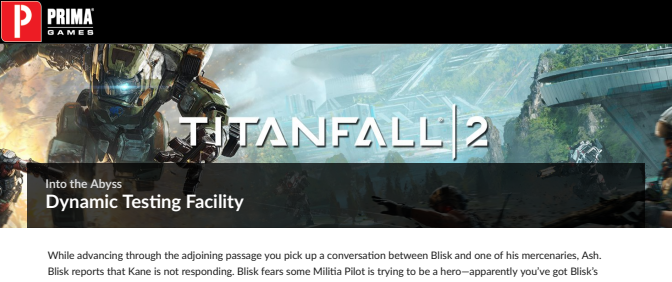
While advancing through the lagoon, look for this small, dark cavern to the right to locate the level's first Pilot helmet.



BT-7274 (Loadout: Scorch)

The Scorch Loadout is highly specialized, but has devastating potential when deployed properly. Use the T-203 Launcher to lob grenades at infantry or enemy Titans. Upon impact, the thermite grenade detonates, creating a large pool of fire. This continues to burn for several seconds. The launcher only fires one grenade at a time and must be reloaded manually after each shot. When activated, Flame Core emits a directional wave of flame, igniting everything in its path. Firewall works similarly but with a much narrower line of flame, leaving behind a burning thermite trail—don't step on it. Like the Vortex Shield, the Thermal Shield blocks all incoming munitions. But instead of redirecting projectiles, the Thermal Shield simply melts them. You can also use the Thermal Shield offensively, dealing heavy damage to anything it touches. To create larger pools of fire, launch an Incendiary Trap to dispense flammable gas, then ignite it with one of Scorches' fiery attacks. This is a great way to stage ambushes against enemy Titans.

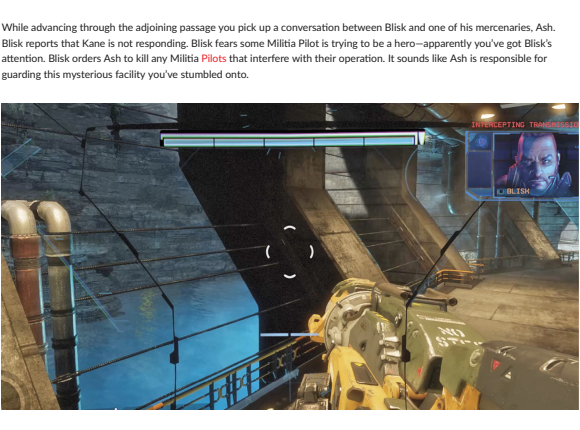
WEAPON/ABILITY	NAME	DESCRIPTION
	T-203 Thermite Launcher	Giant thermite grenades ignite the impact area.
	Flame Core	Thermite shockwave that engulfs targets along its path.
	Firewall	Fires a directed wall of thermite.
	Thermal Shield	Melts incoming fire and burns nearby enemies.
	Incendiary Trap	Fills an area with thermite ignitable gas.



Into the Abyss

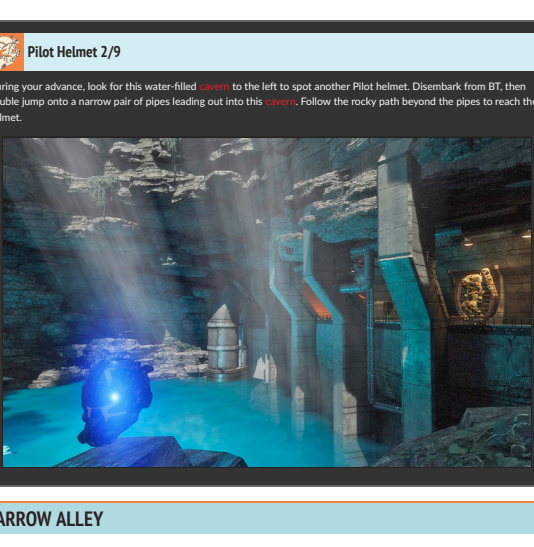
Dynamic Testing Facility

While advancing through the adjoining passage you pick up a conversation between Blisk and one of his mercenaries, Ash. Blisk reports that Kane is not responding. Blisk fears some Militia Pilot is trying to be a hero—apparently you've got Blisk's attention. Blisk orders Ash to kill any Militia Pilots that interfere with their operation. It sounds like Ash is responsible for guarding this mysterious facility you've stumbled onto.



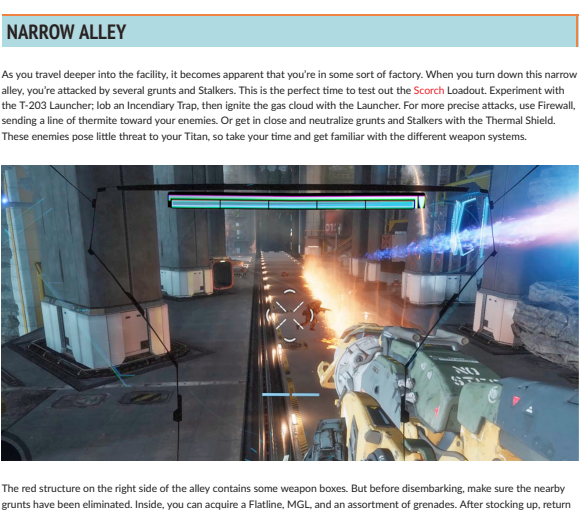
Pilot Helmet 2/9

During your advance, look for this water-filled cavern to the left to spot another Pilot helmet. Disembark from BT, then double jump onto a narrow pair of pipes leading out into this cavern. Follow the rocky path beyond the pipes to reach the helmet.

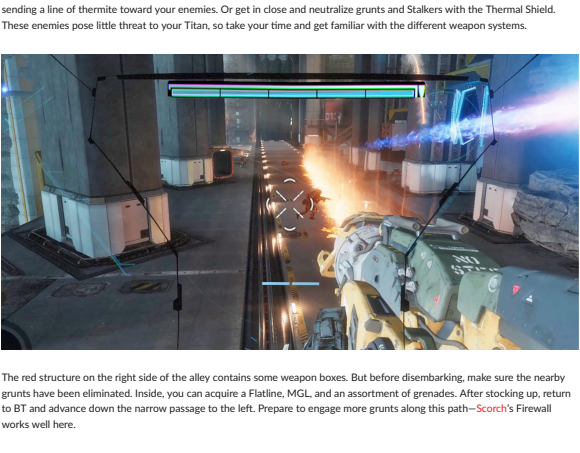


NARROW ALLEY

As you travel deeper into the facility, it becomes apparent that you're in some sort of factory. When you turn down this narrow alley, you're attacked by several grunts and Stalkers. This is the perfect time to test out the Scorch Loadout. Experiment with the T-203 Launcher; lob an Incendiary Trap, then ignite the gas cloud with the Launcher. For more precise attacks, use Firewall, sending a line of thermite toward your enemies. Or get in close and neutralize grunts and Stalkers with the Thermal Shield. These enemies pose little threat to your Titan, so take your time and get familiar with the different weapon systems.

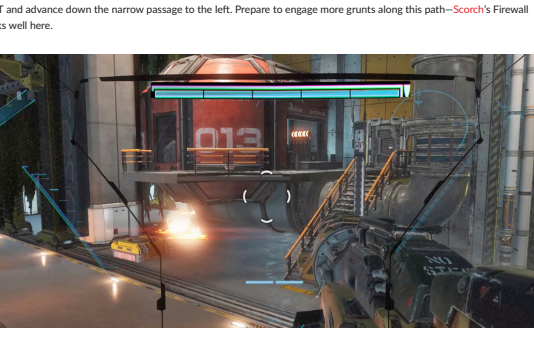


The red structure on the right side of the alley contains some weapon boxes. But before disembarking, make sure the nearby grunts have been eliminated. Inside, you can acquire a Flatline, MGL, and an assortment of grenades. After stocking up, return to BT and advance down the narrow passage to the left. Prepare to engage more grunts along this path—Scorch's Firewall works well here.

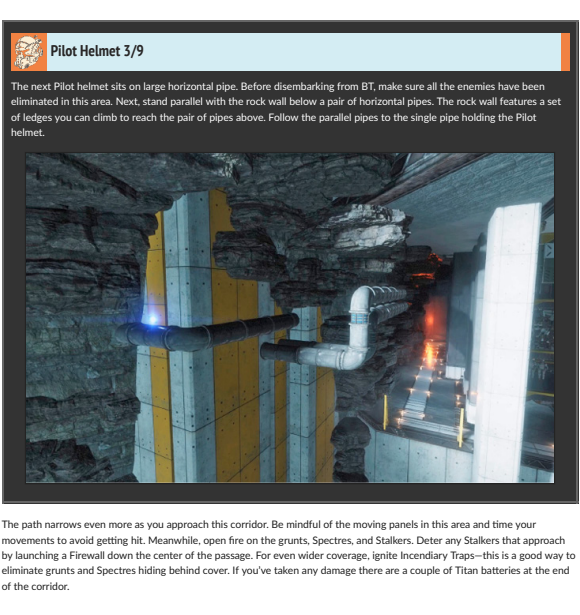


Pilot Helmet 3/9

The next Pilot helmet sits on large horizontal pipe. Before disembarking from BT, make sure all the enemies have been eliminated in this area. Next, stand parallel with the rock wall below a pair of horizontal pipes. The rock wall features a set of ledges you can climb to reach the pair of pipes above. Follow the parallel pipes to the single pipe holding the Pilot helmet.

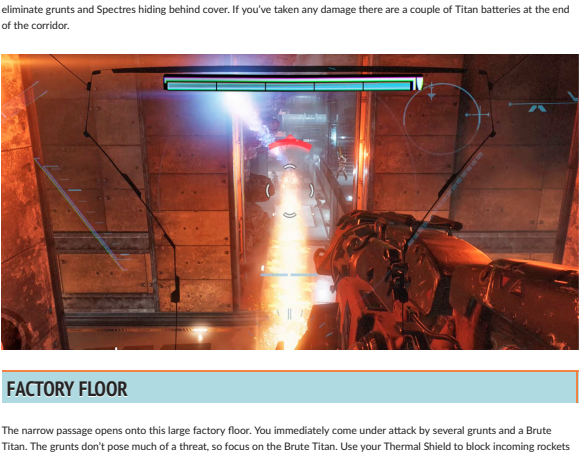


The path narrows even more as you approach this corridor. Be mindful of the moving panels in this area and time your movements to avoid getting hit. Meanwhile, open fire on the grunts, Spectres, and Stalkers. Deter any Stalkers that approach by launching a Firewall down the center of the passage. For even wider coverage, ignite Incendiary Traps—this is a good way to eliminate grunts and Spectres hiding behind cover. If you've taken any damage there are a couple of Titan batteries at the end of the corridor.

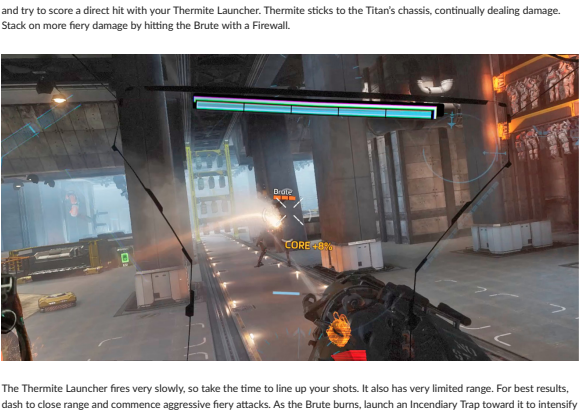


FACTORY FLOOR

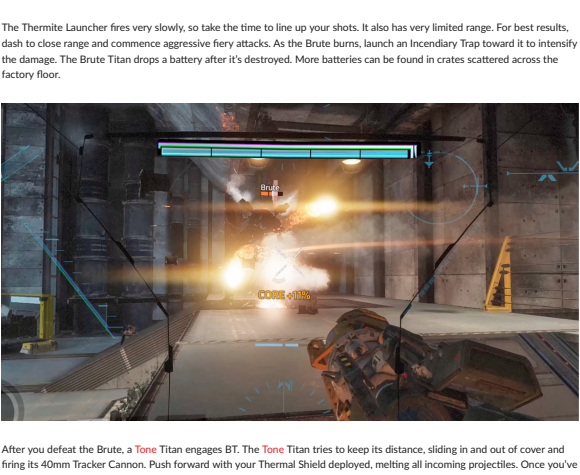
The narrow passage opens onto this large factory floor. You immediately come under attack by several grunts and a Brute Titan. The grunts don't pose much of a threat, so focus on the Brute Titan. Use your Thermal Shield to block incoming rockets and try to score a direct hit with your Thermite Launcher. Thermite sticks to the Titan's chassis, continually dealing damage. Stack on more fiery damage by hitting the Brute with a Firewall.



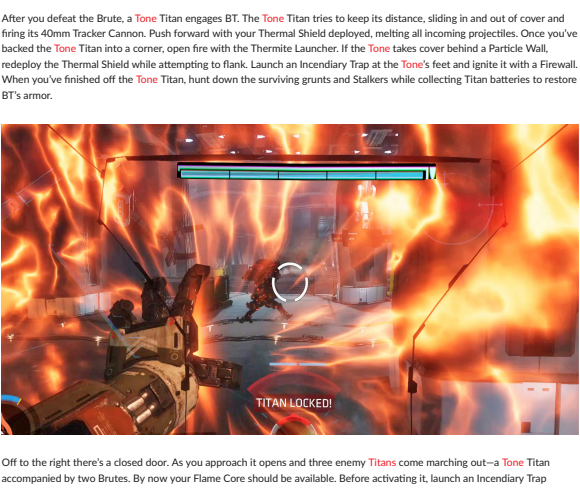
The Thermite Launcher fires very slowly, so take the time to line up your shots. It also has very limited range. For best results, dash to close range and commence aggressive fiery attacks. As the Brute burns, launch an Incendiary Trap toward it to intensify the damage. The Brute Titan drops a battery after it's destroyed. More batteries can be found in crates scattered across the factory floor.



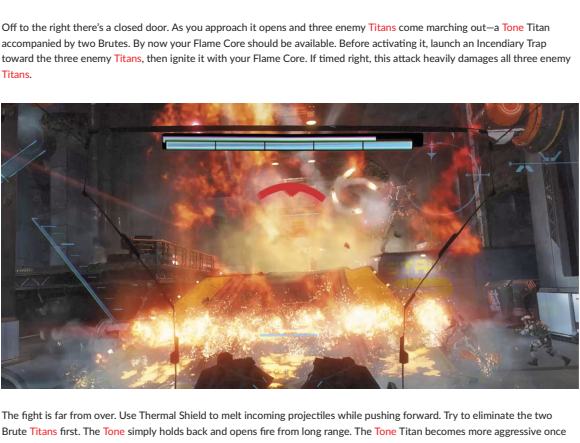
After you defeat the Brute, a Tone Titan engages BT. The Tone Titan tries to keep its distance, sliding in and out of cover and firing its 40mm Tracker Cannon. Push forward with your Thermal Shield deployed, melting all incoming projectiles. Once you've backed the Tone Titan into a corner, open fire with the Thermite Launcher. If the Tone takes cover behind a Particle Wall, redeploy the Thermal Shield while attempting to flank. Launch an Incendiary Trap at the Tone's feet and ignite it with a Firewall. When you've finished off the Tone Titan, hunt down the surviving grunts and Stalkers while collecting Titan batteries to restore BT's armor.



Off to the right there's a closed door. As you approach it opens and three enemy Titans come marching out—a Tone Titan accompanied by two Brutes. By now your Flame Core should be available. Before activating it, launch an Incendiary Trap toward the three enemy Titans, then ignite it with your Flame Core. If timed right, this attack heavily damages all three enemy Titans.



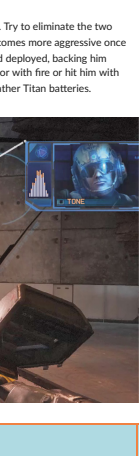
The fight is far from over. Use Thermal Shield to melt incoming projectiles while pushing forward. Try to eliminate the two Brute Titans first. The Tone simply holds back and opens fire from long range. The Tone Titan becomes more aggressive once the Brutes have been eliminated. As you did earlier, stalk the Tone Titan with your Thermal Shield deployed, backing him against far wall. With little room to maneuver, the Tone Titan is easy to finish off. Saturate the floor with fire or hit him with another Flame Core attack. After the battle, consider backtracking through the factory floor to gather Titan batteries.



LOADING DOCK

Advance through the door the enemy Titans marched out of earlier and prepare to confront a few grunts. Once the path is clear, step out onto a loading dock. The Brute Titan Loadout awaits on a nearby rack. BT reports that this loading dock's cargo lift offers a shortcut through the facility. He marks the lift's control panel on the HUD.

BT-7274 (Loadout: Brute)



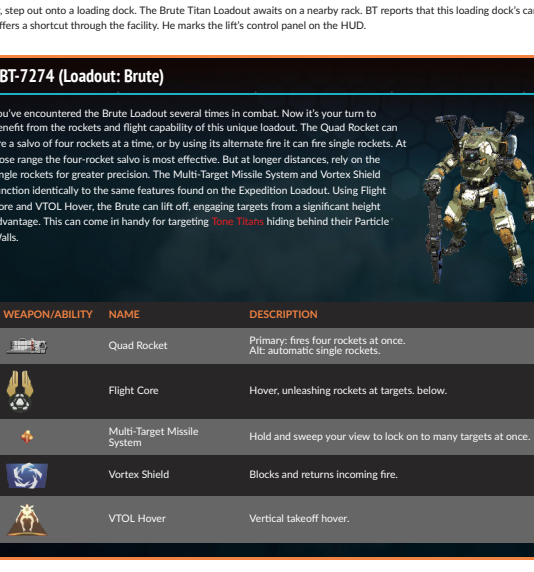
You've encountered the Brute Loadout several times in combat. Now it's your turn to benefit from the rockets and flight capability of this unique loadout. The Quad Rocket can fire a salvo of four rockets at a time, or by using its alternate fire it can fire single rockets. At close range the four-rocket salvo is most effective. But at longer distances, rely on the single rockets for greater precision. The Multi-Target Missile System and Vortex Shield function identically to the same features found on the Expedition Loadout. Using Flight Core and VTOL Hover, the Brute can lift off, engaging targets from a significant height advantage. This can come in handy for targeting Tone Titans hiding behind their Particle Walls.

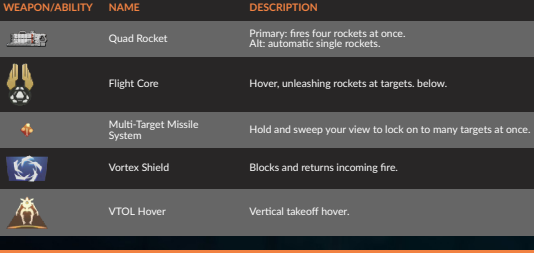
WEAPON/ABILITY	NAME	DESCRIPTION
	Quad Rocket	Primary: fires four rockets at once. Alt: automatic single rockets.
	Flight Core	Hover, unleashing rockets at targets below.
	Multi-Target Missile System	Hold and sweep your view to lock on to many targets at once.
	Vortex Shield	Blocks and returns incoming fire.
	VTOL Hover	Vertical takeoff hover.

Pilot Helmet 4/9

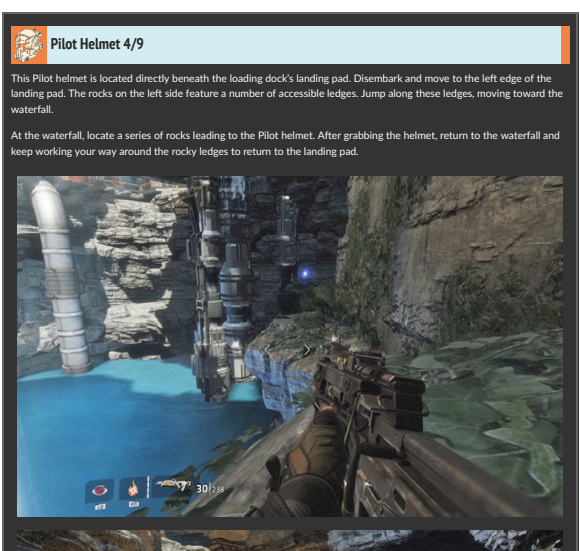
This Pilot helmet is located directly beneath the loading dock's landing pad. Disembark and move to the left edge of the landing pad. The rocks on the left side feature a number of accessible ledges. Jump along these ledges, moving toward the waterfall.

At the waterfall, locate a series of rocks leading to the Pilot helmet. After grabbing the helmet, return to the waterfall and keep working your way around the rocky ledges to return to the landing pad.

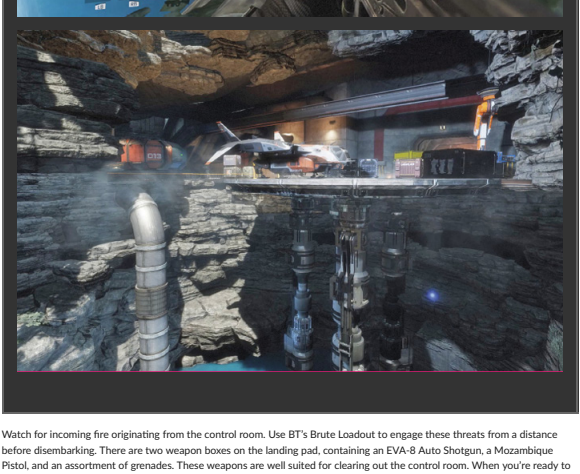




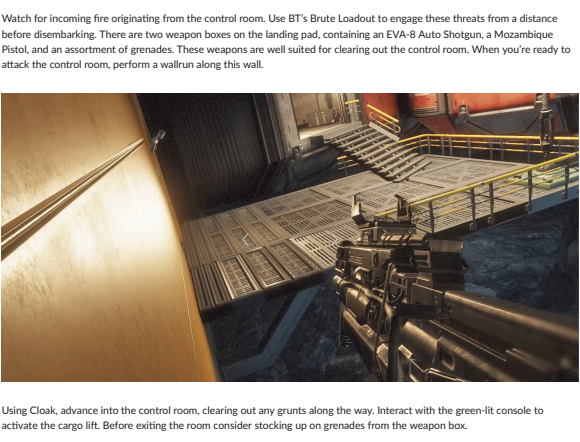
Watch for incoming fire originating from the control room. Use BT's Brute Loadout to engage these threats from a distance before disembarking. There are two weapon boxes on the landing pad, containing an EVA-8 Auto Shotgun, a Mozambique Pistol, and an assortment of grenades. These weapons are well suited for clearing out the control room. When you're ready to attack the control room, perform a wallrun along this wall.



Using Cloak, advance into the control room, clearing out any grunts along the way. Interact with the green-lit console to activate the cargo lift. Before exiting the room consider stocking up on grenades from the weapon box.

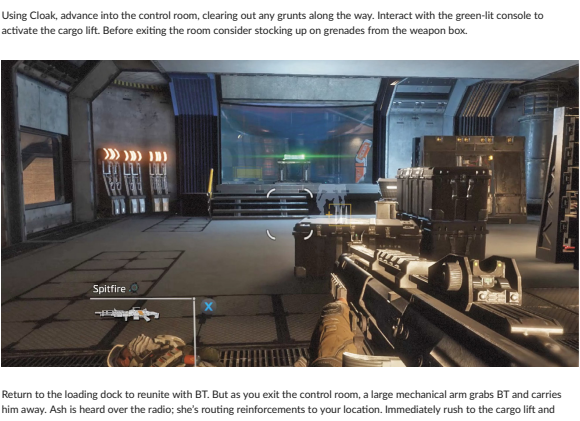


Return to the loading dock to reunite with BT. But as you exit the control room, a large mechanical arm grabs BT and carries him away. Ash is heard over the radio; she's routing reinforcements to your location. Immediately rush to the cargo lift and interact with the green-lit console. The cargo lift begins to descend, allowing you to follow BT deeper into this mysterious facility.



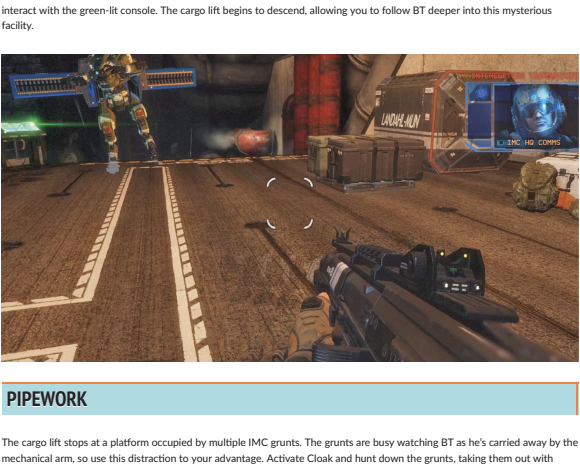
PIPEWORK

The cargo lift stops at a platform occupied by multiple IMC grunts. The grunts are busy watching BT as he's carried away by the mechanical arm, so use this distraction to your advantage. Activate Cloak and hunt down the grunts, taking them out with melee strikes or close-quarters shotgun blasts. By the time you deal with the grunts, BT is out of sight. Perform a wallrun off the side of the platform, leaping toward a large, horizontal pipe attached to the adjoining cavern wall.

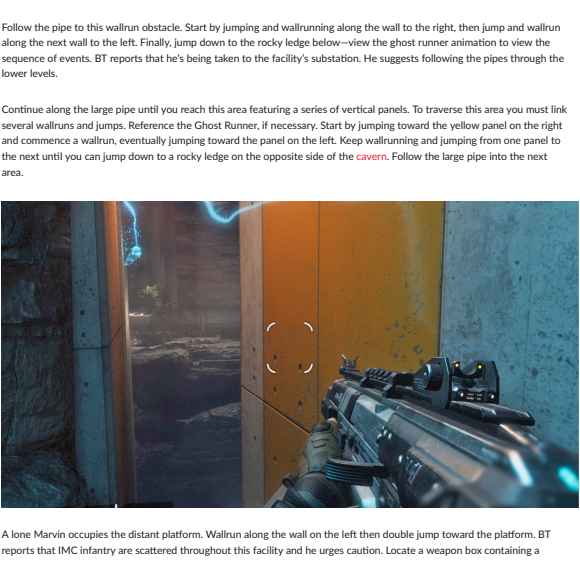


Follow the pipe to this wallrun obstacle. Start by jumping and wallrunning along the wall to the right, then jump and wallrun along the next wall to the left. Finally, jump down to the rocky ledge below—view the ghost runner animation to view the sequence of events. BT reports that he's being taken to the facility's substation. He suggests following the pipes through the lower levels.

Continue along the large pipe until you reach this area featuring a series of vertical panels. To traverse this area you must link several wallruns and jumps. Reference the Ghost Runner, if necessary. Start by jumping toward the yellow panel on the right and commence a wallrun, eventually jumping toward the panel on the left. Keep wallrunning and jumping from one panel to the next until you can jump down to a rocky ledge on the opposite side of the cavern. Follow the large pipe into the next area.

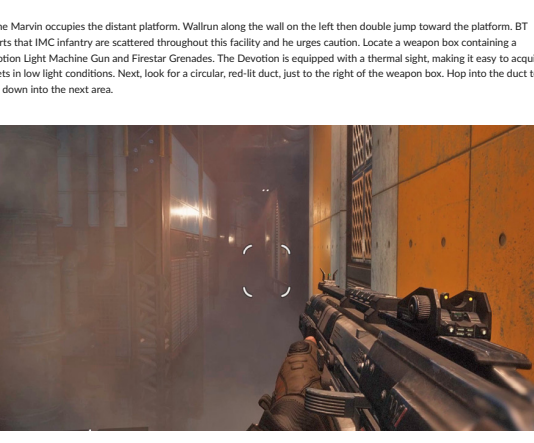


A lone Marvin occupies the distant platform. Wallrun along the wall on the left then double jump toward the platform. BT reports that IMC infantry are scattered throughout this facility and he urges caution. Locate a weapon box containing a Devotion Light Machine Gun and Firestar Grenades. The Devotion is equipped with a thermal sight, making it easy to acquire targets in low light conditions. Next, look for a circular, red-lit duct, just to the right of the weapon box. Hop into the duct to drop down into the next area.

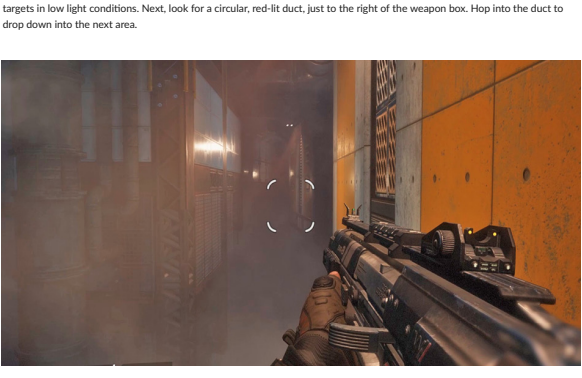


Pilot Helmet 5/9

Glance to the right to spot this Pilot helmet on a distant ledge. Double jump toward the large metallic support structure and wallrun across the flat, vertical surface. Toward the end of the wallrun, jump toward the ledge to grab the helmet.

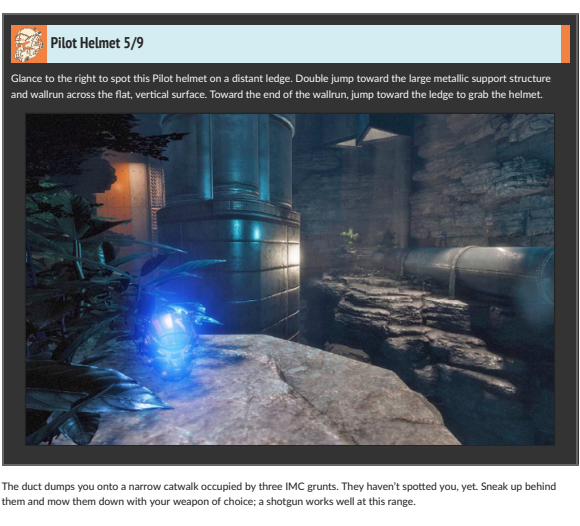


The duct dumps you onto a narrow catwalk occupied by three IMC grunts. They haven't spotted you, yet. Sneak up behind them and mow them down with your weapon of choice; a shotgun works well at this range.



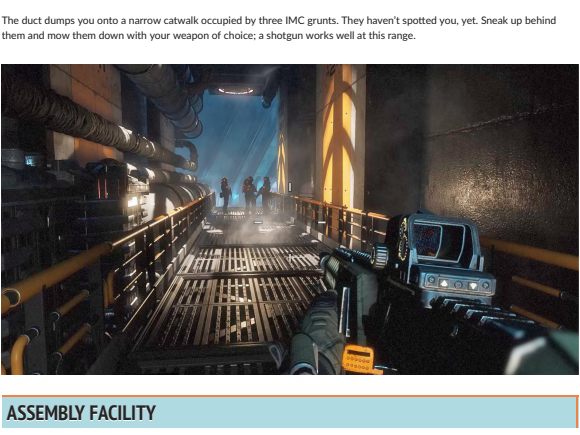
ASSEMBLY FACILITY

Beyond the catwalk the scope of this massive facility comes into view. It appears to be some kind of assembly line, complete with moving platforms and mechanical arms, just like the one that grabbed BT. Blisk and Ash can be heard talking over the radio. Ash reports she's secured a Vanguard class Titan, referring to BT. Blisk is less interested in the Titan than the fate of its Pilot. He gives Ash permission to scuttle this entire facility, if necessary. BT chimes in with a helpful hint: he suggests following the flow of the platforms. Start by jumping onto one of the moving platforms and ride it to the first substation.

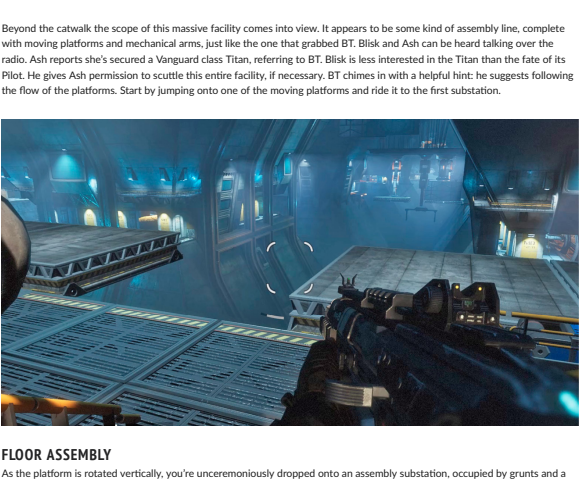


FLOOR ASSEMBLY

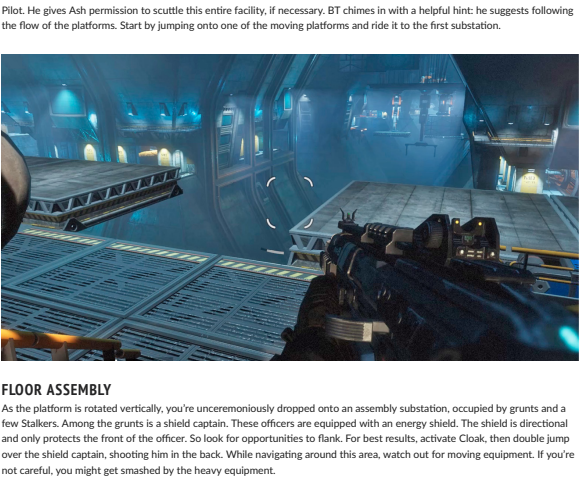
As the platform is rotated vertically, you're unceremoniously dropped onto an assembly substation, occupied by grunts and a few Stalkers. Among the grunts is a shield captain. These officers are equipped with an energy shield. The shield is directional and only protects the front of the officer. So look for opportunities to flank. For best results, activate Cloak, then double jump over the shield captain, shooting him in the back. While navigating around this area, watch out for moving equipment. If you're not careful, you might get smashed by the heavy equipment.



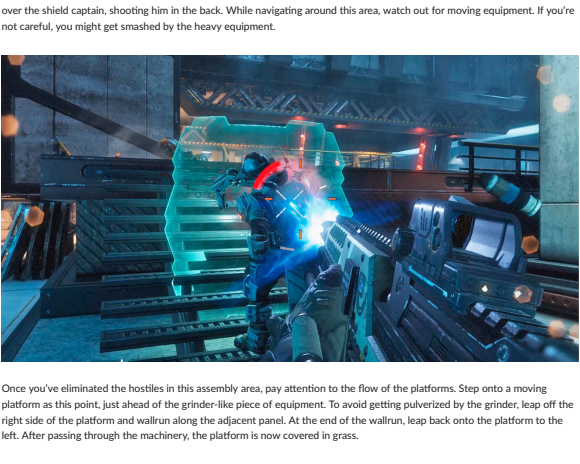
Once you've eliminated the hostiles in this assembly area, pay attention to the flow of the platforms. Step onto a moving platform as this point, just ahead of the grinder-like piece of equipment. To avoid getting pulverized by the grinder, leap off the right side of the platform and wallrun along the adjacent panel. At the end of the wallrun, leap back onto the platform to the left. After passing through the machinery, the platform is now covered in grass.



Ride the grass-covered platform to the next substation and jump off to the right. Here, you're confronted by more grunts and Stalkers. Activate Cloak then move to a position where you can get a tactical advantage before opening fire. A shield captain is among the grunts; use Cloak to get behind him.

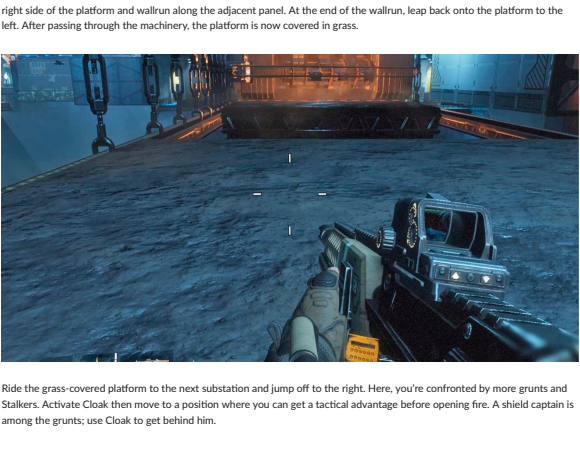


Proceed up a set of stairs and follow the adjoining catwalk to this area. Here, horizontal platforms are rotated vertically, presenting a wallrun challenge. Step onto the walkway just above the moving horizontal platforms and watch the sequence of events. Apparently the vertically oriented platforms are undergoing some type of scanning process. After being scanned, the platforms are rotated horizontally again. Step onto a moving horizontal platform, then jump and wallrun along one of the vertical platforms to the left or right, careful to evade the scanning machinery. Leap toward one of the recently rotated horizontal platforms, riding it to the next assembly area and get ready for another fight.

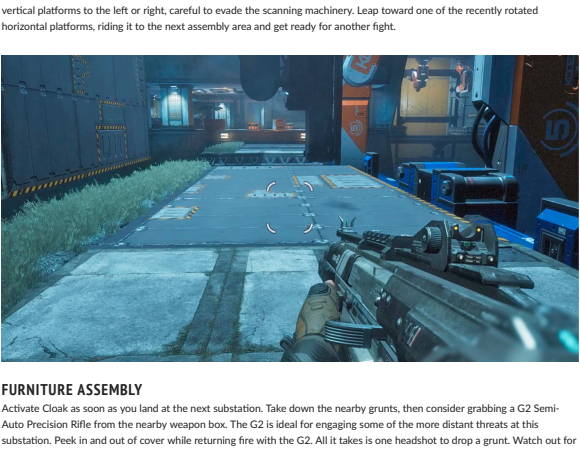


FURNITURE ASSEMBLY

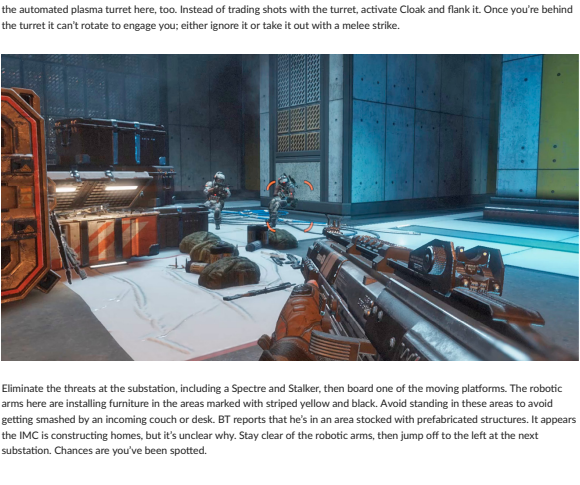
Activate Cloak as soon as you land at the next substation. Take down the nearby grunts, then consider grabbing a G2 Semi-Auto Precision Rifle from the nearby weapon box. The G2 is ideal for engaging some of the more distant threats at this substation. Peek in and out of cover while returning fire with the G2. All it takes is one headshot to drop a grunt. Watch out for the automated plasma turret here, too. Instead of trading shots with the turret, activate Cloak and flank it. Once you're behind the turret it can't rotate to engage you; either ignore it or take it out with a melee strike.



Eliminate the threats at the substation, including a Spectre and Stalker, then board one of the moving platforms. The robotic arms here are installing furniture in the areas marked with striped yellow and black. Avoid standing in these areas to avoid getting smashed by an incoming couch or desk. BT reports that he's in an area stacked with prefabricated structures. It appears the IMC is constructing homes, but it's unclear why. Stay clear of the robotic arms, then jump off to the left at the next substation. Chances are you've been spotted.

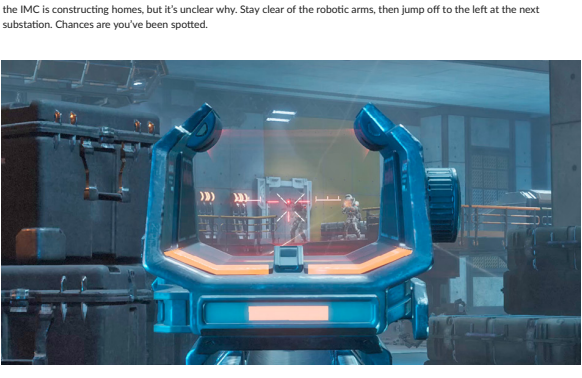


Activate Cloak and turn your attention to the grunts and Stalkers guarding this area. Somewhere there's a Specialist releasing Ticks. Use the Ticks to your advantage, shooting them when they're near enemy units. But if a Tick gets too close, move away before it detonates. There's enough cover here to hold back and engage threats one at a time. There are a number of weapons available by the grenade-filled weapon box including an L-Star, Mozambique, and Devotion. If you no longer have the G2, the Devotion and L-Star are formidable mid-range weapons.



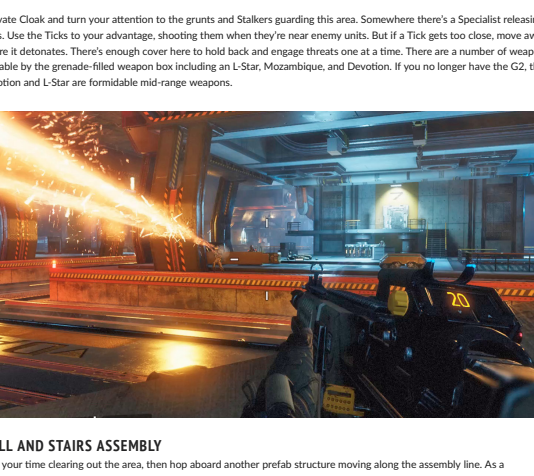
WALL AND STAIRS ASSEMBLY

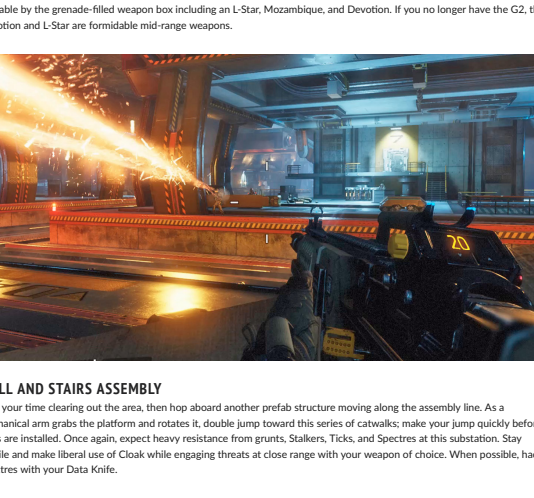
Take your time clearing out the area, then hop aboard another prefab structure moving along the assembly line. As a mechanical arm grabs the platform and rotates it, double jump toward this series of catwalks; make your jump quickly before walls are installed. Once again, expect heavy resistance from grunts, Stalkers, Ticks, and Spectres at this substation. Stay mobile and make liberal use of Cloak while engaging threats at close range with your weapon of choice. When possible, hack Spectres with your Data Knife.



Pilot Helmet 6/9

Before hopping back on the assembly line, move toward the two robotic arms responsible for installing stairs and the upper floor of the prefabricated structures. High above the upper robotic arm is a Pilot helmet resting on a set of three horizontal pipes, just below the ceiling. Look for the blue glow.

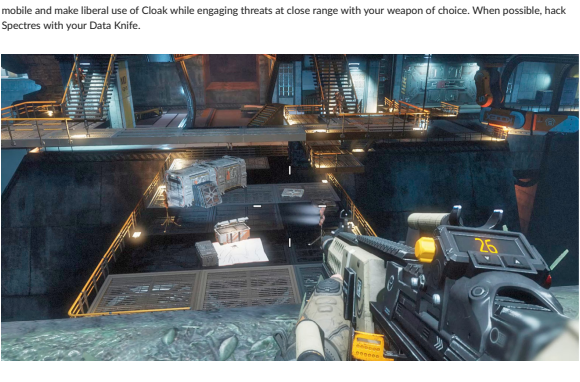




Move beneath the pipes and climb atop this Werneck crate. Double jump from the top of the crate toward the wall on the right and initiate a wallrun. But don't run along the wall very far; jump toward the pipes above to retrieve the helmet.

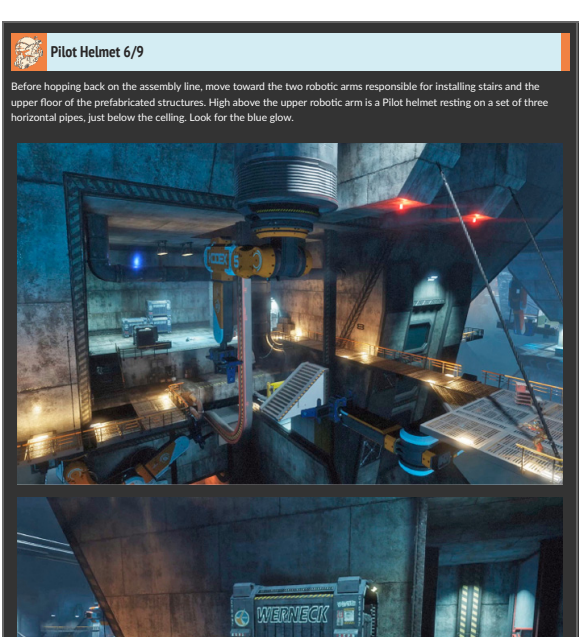
ROOF ASSEMBLY

Having eliminated all threats, return to the assembly line, hopping on a prefabricated structure as it has its stairs and upper floor installed. Jump off the structure as it approaches the next substation. Take out the nearby grunts, then keep your distance from the remaining threats. Shoot the incoming Ticks at long range before they become a serious hazard. There's also a shield captain here; activate Cloak to flank him, as well as the nearby plasma turret.

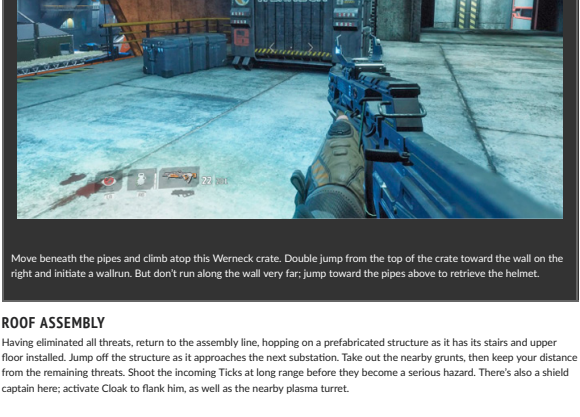


SIDEWAYS TOWN

Catch up to the assembly line as the prefabricated structures have their roofs installed. Hop inside one of the prefab structures and ride it to the final assembly area. The assembly line picks up speed as the structure is whisked along an elevated track. Realizing you're listening in, Ash chimes in over the radio, suggesting the only way out is up. Suddenly, the structure tilts on its side—a wall becomes the floor and the floor becomes a wall. This can all be a bit disorienting, but follow Ash's hint and look up. Jump and climb over the pieces of furniture, working your way to the top.



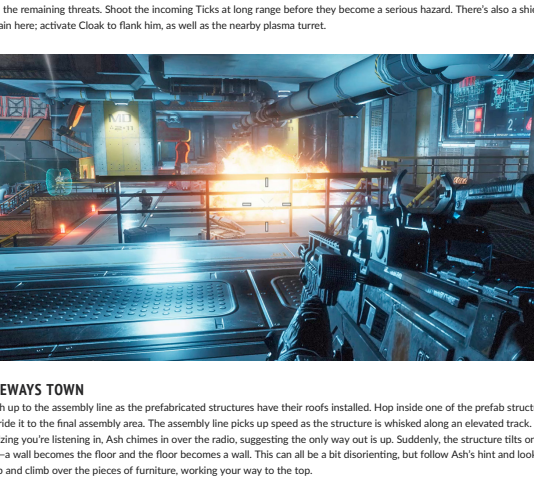
Once you're outside the structure, take a look around. It looks like the world has been tipped on its side. To better orient yourself, rely on the ghost runner animation. Wallrun against the surface on your right, then jump to the adjacent building, climbing its exterior wall. Make your way toward the orange robotic arm and double jump onto the arm.

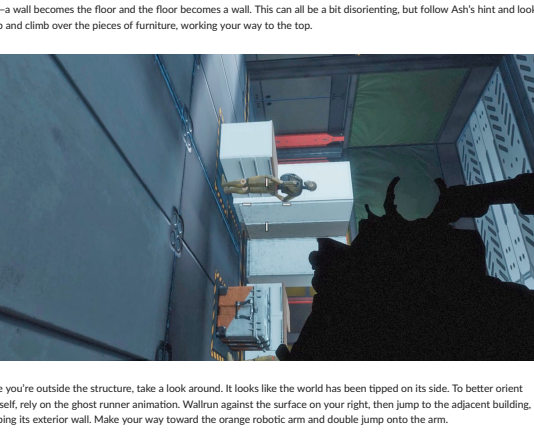


Pilot Helmet 7/9

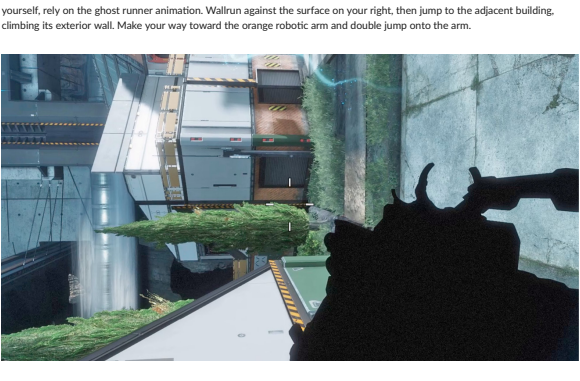
Before advancing across the robotic arm, glance to the right to spot a Pilot helmet in the distance. It's on a ledge beyond the waterfall. From the robotic arm, jump down to the nearby catwalk.

From the catwalk, wallrun along the rocky cavern wall behind the waterfall, then double jump toward the ledge to collect the Pilot helmet.





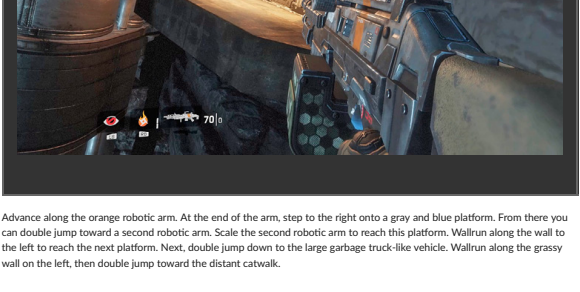
Advance along the orange robotic arm. At the end of the arm, step to the right onto a gray and blue platform. From there you can double jump toward a second robotic arm. Scale the second robotic arm to reach this platform. Wallrun along the wall to the left to reach the next platform. Next, double jump down to the large garbage truck-like vehicle. Wallrun along the grassy wall on the left, then double jump toward the distant catwalk.



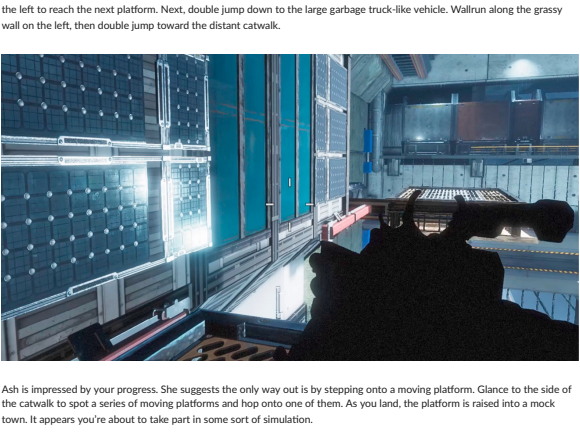
Ash is impressed by your progress. She suggests the only way out is by stepping onto a moving platform. Glance to the side of the catwalk to spot a series of moving platforms and hop onto one of them. As you land, the platform is raised into a mock town. It appears you're about to take part in some sort of simulation.

REAPER TOWN

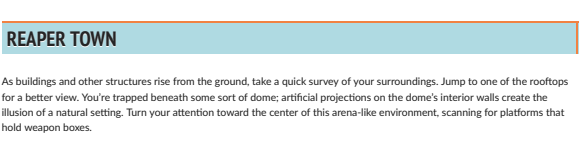
As buildings and other structures rise from the ground, take a quick survey of your surroundings. Jump to one of the rooftops for a better view. You're trapped beneath some sort of dome; artificial projections on the dome's interior walls create the illusion of a natural setting. Turn your attention toward the center of this arena-like environment, scanning for platforms that hold weapon boxes.



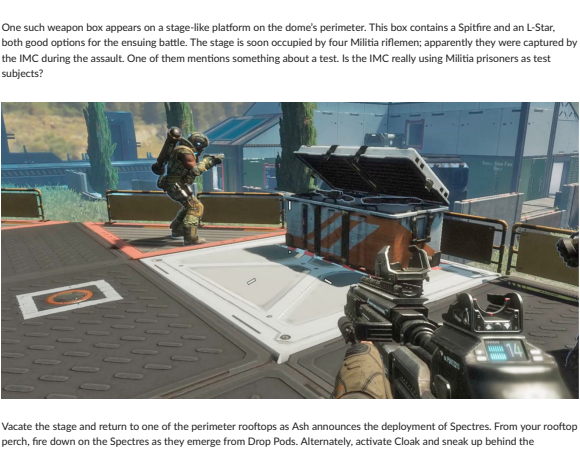
One such weapon box appears on a stage-like platform on the dome's perimeter. This box contains a Spitfire and an L-Star, both good options for the ensuing battle. The stage is soon occupied by four Militia riflemen; apparently they were captured by the IMC during the assault. One of them mentions something about a test. Is the IMC really using Militia prisoners as test subjects?



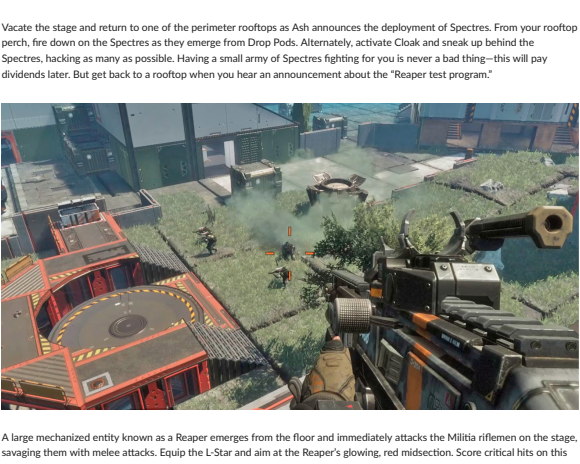
Vacate the stage and return to one of the perimeter rooftops as Ash announces the deployment of Spectres. From your rooftop perch, fire down on the Spectres as they emerge from Drop Pods. Alternately, activate Cloak and sneak up behind the Spectres, hacking as many as possible. Having a small army of Spectres fighting for you is never a bad thing—this will pay dividends later. But get back to a rooftop when you hear an announcement about the "Reaper test program."



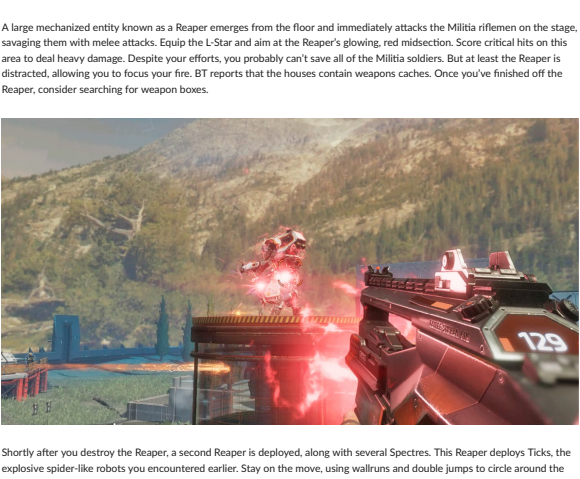
A large mechanized entity known as a Reaper emerges from the floor and immediately attacks the Militia riflemen on the stage, savaging them with melee attacks. Equip the L-Star and aim at the Reaper's glowing, red midsection. Score critical hits on this area to deal heavy damage. Despite your efforts, you probably can't save all of the Militia soldiers. But at least the Reaper is distracted, allowing you to focus your fire. BT reports that the houses contain weapons caches. Once you've finished off the Reaper, consider searching for weapon boxes.



Shortly after you destroy the Reaper, a second Reaper is deployed, along with several Spectres. This Reaper deploys Ticks, the explosive spider-like robots you encountered earlier. Stay on the move, using wallruns and double jumps to circle around the dome—you can wallrun on the dome's interior wall. Along the way, try to hack as many Spectres as possible. Hacked Spectres help keep the Reaper and Ticks off your trail. While the Reaper is busy attacking Spectres, open fire with your L-Star or Spitfire, focusing on the Reaper's vulnerable midsection. Endeavor to keep your distance. The Reaper can move incredibly fast and is capable of devastating melee attacks. So when you're not shooting, put some distance between yourself and the Reaper.



Ash wasn't expecting you to live this long. Once you've destroyed the second Reaper, Ash orders a team of IMC grunts to enter the dome and eliminate you. A group of IMC grunts and Stalkers emerge from a breach in the dome's wall, located just behind the stage area where your Militia comrades perished. Toss grenades toward the breach in an attempt to eliminate multiple enemies. The grunts and Stalkers are led by a shield captain so activate Cloak to flank him. When it's clear, pass through the breach in the dome, veer right, and look for a set of four white parallel pipes. Climb atop these pipes, then follow them down into the next area.

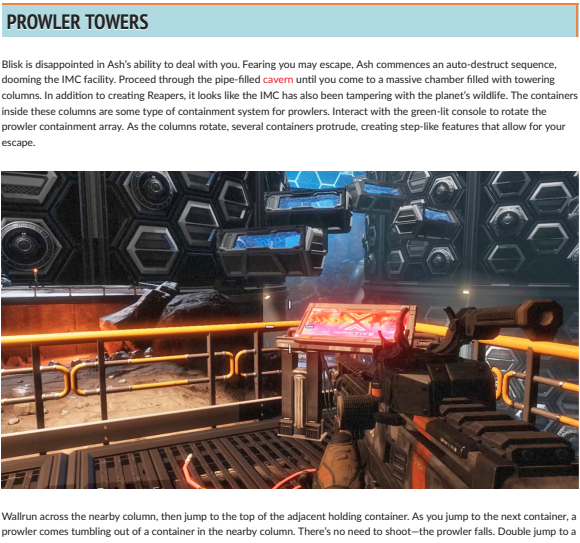


PROWLER TOWERS

Blisk is disappointed in Ash's ability to deal with you. Fearing you may escape, Ash commences an auto-destruct sequence, dooming the IMC facility. Proceed through the pipe-filled cavern until you come to a massive chamber filled with towering columns. In addition to creating Reapers, it looks like the IMC has also been tampering with the planet's wildlife. The containers inside these columns are some type of containment system for prowlers. Interact with the green-lit console to rotate the prowler containment array. As the columns rotate, several containers protrude, creating step-like features that allow for your escape.

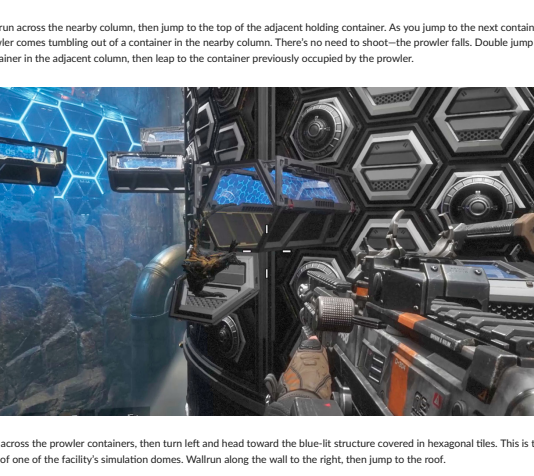
Wallrun across the nearby column, then jump to the top of the adjacent holding container. As you jump to the next container, a prowler comes tumbling out of a container in the nearby column. There's no need to shoot—the prowler falls. Double jump to a container in the adjacent column, then leap to the container previously occupied by the prowler.

Hop across the prowler containers, then turn left and head toward the blue-lit structure covered in hexagonal tiles. This is the roof of one of the facility's simulation domes. Wallrun along the wall to the right, then jump to the roof.



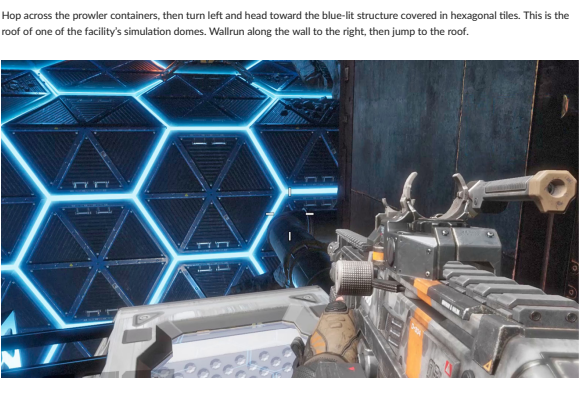
Pilot Helmet 8/9

There's a Pilot helmet sitting atop one of the containers in column 83. While you're atop the container that held the prowler, turn around and wallrun toward a distant container. From there, jump toward the container that holds the Pilot helmet.



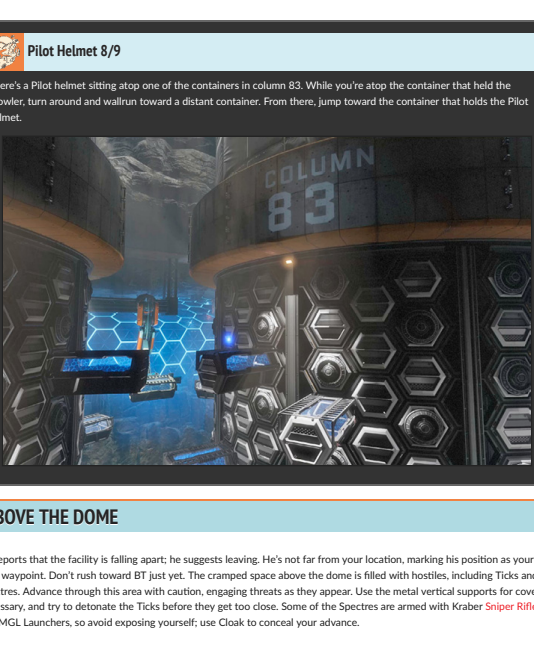
ABOVE THE DOME

BT reports that the facility is falling apart; he suggests leaving. He's not far from your location, marking his position as your next waypoint. Don't rush toward BT just yet. The cramped space above the dome is filled with hostiles, including Ticks and Spectres. Advance through this area with caution, engaging threats as they appear. Use the metal vertical supports for cover, as necessary, and try to detonate the Ticks before they get too close. Some of the Spectres are armed with Kraber Sniper Rifles and MGL Launchers, so avoid exposing yourself; use Cloak to conceal your advance.

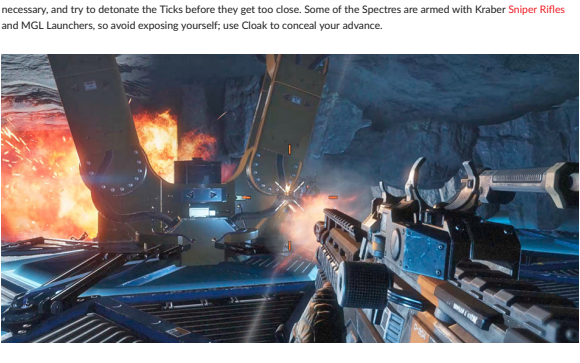


Pilot Helmet 9/9

Before entering the dome and reuniting with BT, turn to the right after completing the wallrun to locate this Pilot helmet sitting on a rocky ledge.

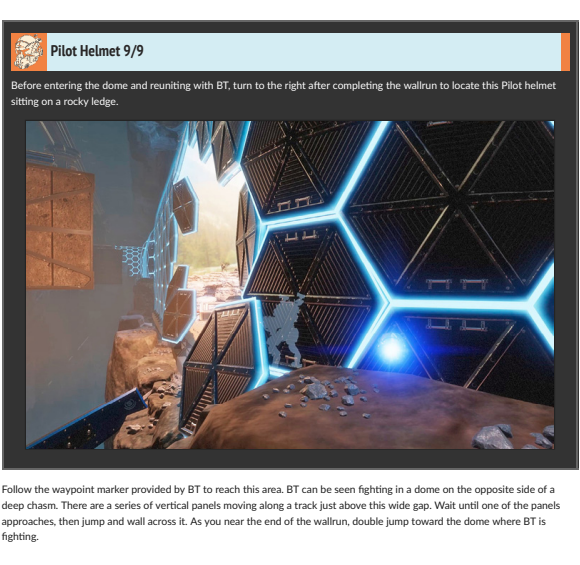


Follow the waypoint marker provided by BT to reach this area. BT can be seen fighting in a dome on the opposite side of a deep chasm. There are a series of vertical panels moving along a track just above this wide gap. Wait until one of the panels approaches, then jump and wall across it. As you near the end of the wallrun, double jump toward the dome where BT is fighting.

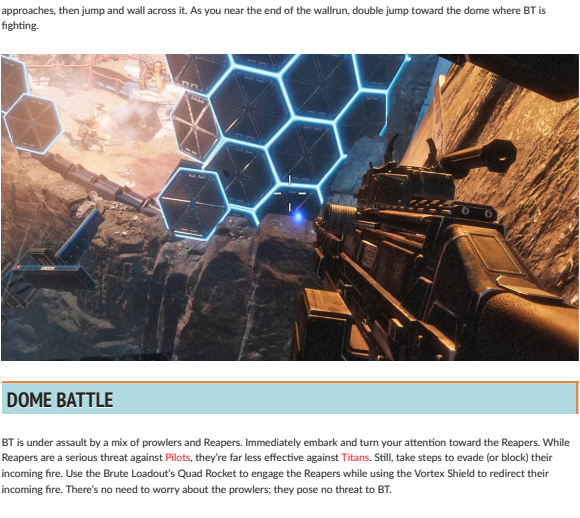


DOME BATTLE

BT is under assault by a mix of prowlers and Reapers. Immediately embark and turn your attention toward the Reapers. While Reapers are a serious threat against Pilots, they're far less effective against Titans. Still, take steps to evade (or block) their incoming fire. Use the Brute Loadout's Quad Rocket to engage the Reapers while using the Vortex Shield to redirect their incoming fire. There's no need to worry about the prowlers; they pose no threat to BT.

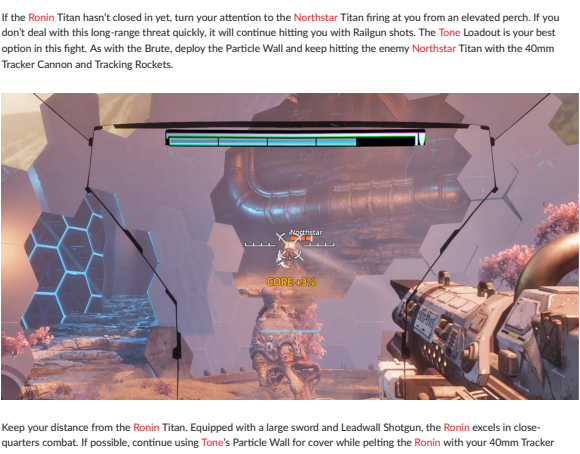


Three Titans have entered the dome through a breach on the opposite side. The Titans include a Brute, Ronin, and Northstar. Consider switching to the Tone Loadout and using the Particle Wall for cover while engaging the Brute Titan. The Particle Wall allows you to engage the Brute while protecting you from the Northstar Titan's devastating Plasma Railgun attacks.



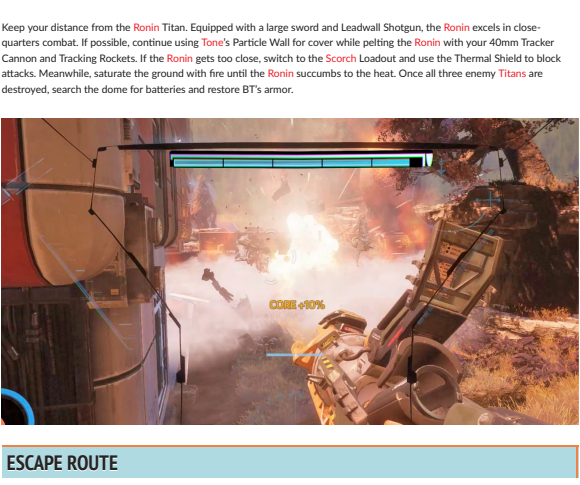
If the Ronin Titan hasn't closed in yet, turn your attention to the Northstar Titan firing at you from an elevated perch. If you don't deal with this long-range threat quickly, it will continue hitting you with Railgun shots. The Tone Loadout is your best option in this fight. As with the Brute, deploy the Particle Wall and keep hitting the enemy Northstar Titan with the 40mm Tracker Cannon and Tracking Rockets.

Keep your distance from the Ronin Titan. Equipped with a large sword and Leadwall Shotgun, the Ronin excels in close-quarters combat. If possible, continue using Tone's Particle Wall for cover while pelting the Ronin with your 40mm Tracker Cannon and Tracking Rockets. If the Ronin gets too close, switch to the Scorch Loadout and use the Thermal Shield to block attacks. Meanwhile, saturate the ground with fire until the Ronin succumbs to the heat. Once all three enemy Titans are destroyed, search the dome for batteries and restore BT's armor.

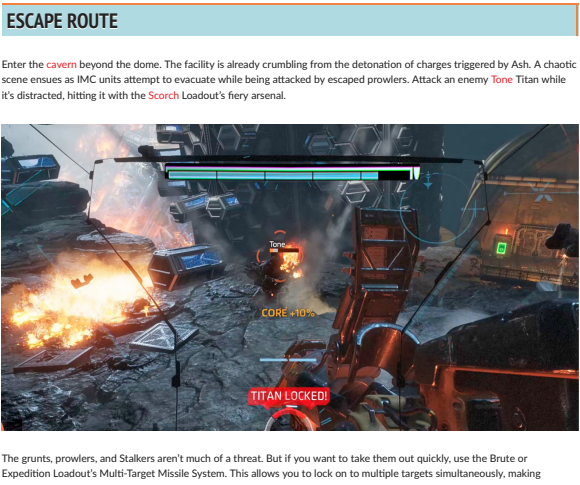


ESCAPE ROUTE

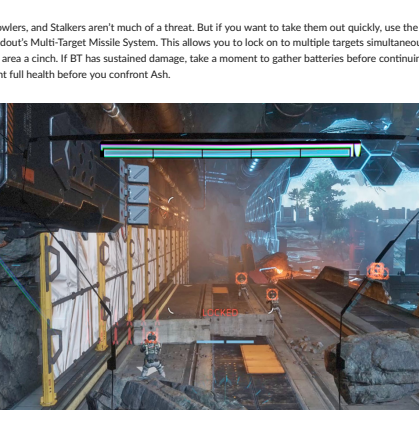
Enter the cavern beyond the dome. The facility is already crumbling from the detonation of charges triggered by Ash. A chaotic scene ensues as IMC units attempt to evacuate while being attacked by escaped prowlers. Attack an enemy Tone Titan while it's distracted, hitting it with the Scorch Loadout's fiery arsenal.



The grunts, prowlers, and Stalkers aren't much of a threat. But if you want to take them out quickly, use the Brute or Expedition Loadout's Multi-Target Missile System. This allows you to lock on to multiple targets simultaneously, making cleanup of this area a cinch. If BT has sustained damage, take a moment to gather batteries before continuing into the next area; you'll want full health before you confront Ash.



Boss Battle: Ash



Faction: Apex Predators

Role: Assigned by Blisk to monitor the Dynamic Testing Facility on Typhon.

Age: Unknown. Vocal simulation seems to be 30-45 for a human female.

Skills: Hyper-multitasking, foreign systems reverse engineering and co-option.

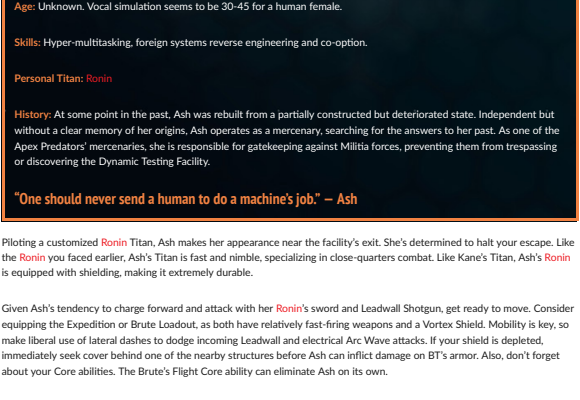
Personal Titan: Ronin

History: At some point in the past, Ash was rebuilt from a partially constructed but deteriorated state. Independent but without a clear memory of her origins, Ash operates as a mercenary, searching for the answers to her past. As one of the Apex Predators' mercenaries, she is responsible for gatekeeping against Militia forces, preventing them from trespassing or discovering the Dynamic Testing Facility.

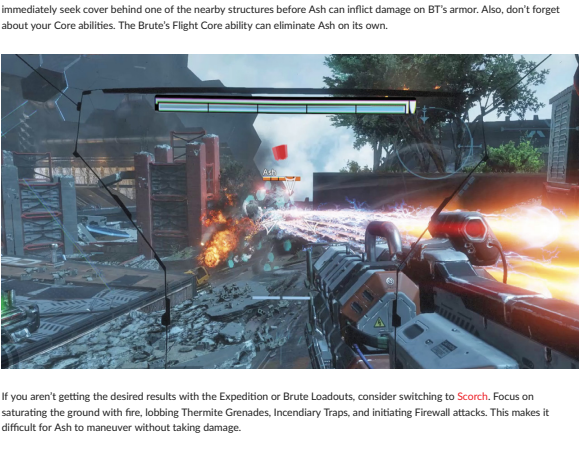
"One should never send a human to do a machine's job." — Ash

Piloting a customized Ronin Titan, Ash makes her appearance near the facility's exit. She's determined to halt your escape. Like the Ronin you faced earlier, Ash's Titan is fast and nimble, specializing in close-quarters combat. Like Kane's Titan, Ash's Ronin is equipped with shielding, making it extremely durable.

Given Ash's tendency to charge forward and attack with her Ronin's sword and Leadwall Shotgun, get ready to move. Consider equipping the Expedition or Brute Loadout, as both have relatively fast-firing weapons and a Vortex Shield. Mobility is key, so make liberal use of lateral dashes to dodge incoming Leadwall and electrical Arc Wave attacks. If your shield is depleted, immediately seek cover behind one of the nearby structures before Ash can inflict damage on BT's armor. Also, don't forget about your Core abilities. The Brute's Flight Core ability can eliminate Ash on its own.



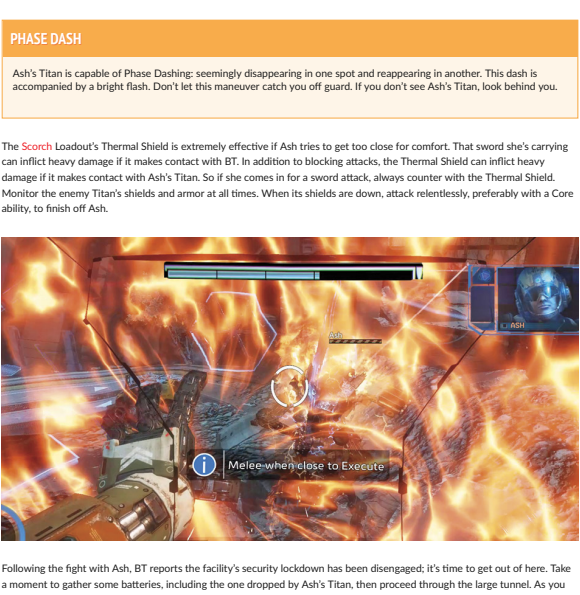
If you aren't getting the desired results with the Expedition or Brute Loadouts, consider switching to Scorch. Focus on saturating the ground with fire, lobbing Thermite Grenades, Incendiary Traps, and initiating Firewall attacks. This makes it difficult for Ash to maneuver without taking damage.



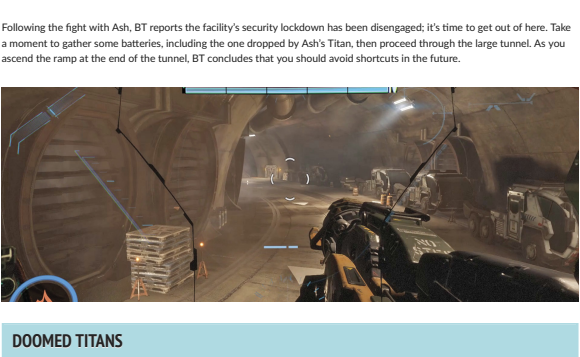
PHASE DASH

Ash's Titan is capable of Phase Dashing: seemingly disappearing in one spot and reappearing in another. This dash is accompanied by a bright flash. Don't let this maneuver catch you off guard. If you don't see Ash's Titan, look behind you.

The Scorch Loadout's Thermal Shield is extremely effective if Ash tries to get too close for comfort. That sword she's carrying can inflict heavy damage if it makes contact with BT. In addition to blocking attacks, the Thermal Shield can inflict heavy damage if it makes contact with Ash's Titan. So if she comes in for a sword attack, always counter with the Thermal Shield. Monitor the enemy Titan's shields and armor at all times. When its shields are down, attack relentlessly, preferably with a Core ability, to finish off Ash.



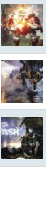
Following the fight with Ash, BT reports the facility's security lockdown has been disengaged; it's time to get out of here. Take a moment to gather some batteries, including the one dropped by Ash's Titan, then proceed through the large tunnel. As you ascend the ramp at the end of the tunnel, BT concludes that you should avoid shortcuts in the future.

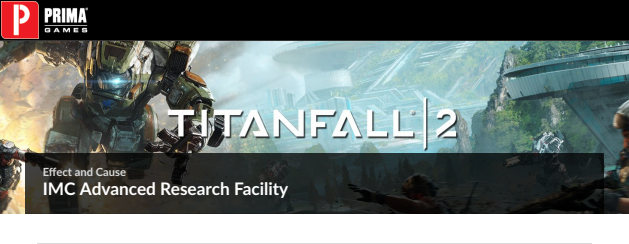


DOOMED TITANS

When a boss Titan's armor is depleted, the health bar is replaced by a striped yellow and black bar, indicating the Titan is doomed, incapable of recovering. At this point dash to close range and perform a melee attack. If the melee attack lands, you'll be treated to an epic Titan takedown animation. The animation differs based on which loadout BT has equipped.

ACHIEVEMENT AND TROPHY CHECKLIST

IMAGE	NAME	DESCRIPTION
	Off the Beaten Path	Find 10 Collectibles
	Flame On!	Destroy a Titan with your Flame Core in the Campaign
	Annihilation	Kill 25 infantry in 2 seconds as a Titan in the Campaign
	Close Shave	Kept Lt. Shaver and Lt. Freeborn Alive (Secret)
	Some Shortcut!	Enter the World Foundry (Secret)
	Incepted	Climb the Sideways Town (Secret)
	I'm Not Locked In Here With You	Defeat the Reapers in Ash's Simulation Dome (Secret)
	Angel of Death	Destroy a Titan with your Flight Core in the Campaign
	Dust to Dust	Defeat Ash (Secret)



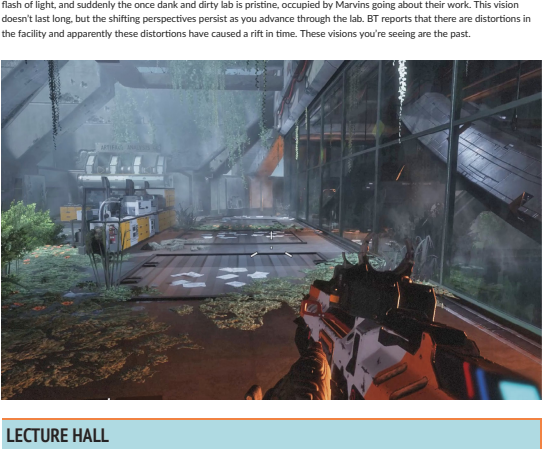
Effect and Cause

IMC Advanced Research Facility

COOPER'S LOGBOOK

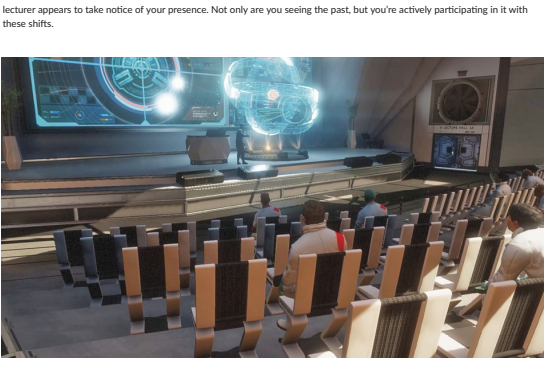
Our journey through the IMC Dynamic Testing Facility was supposed to be a shortcut through some difficult terrain, but it wasn't a very good one—almost lost BT. We're almost at the rendezvous coordinates for Major Anderson. All we have to do is find him and get some answers. What happens afterward is anyone's guess.

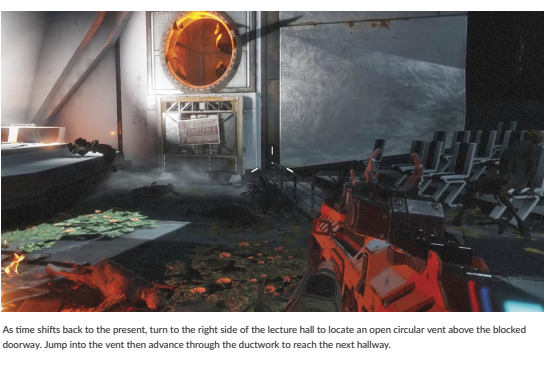
BT reports that Major Anderson is somewhere in this facility. BT will meet you on the other side of this building while you investigate the interior on foot. From the looks of it, this abandoned facility has been derelict for a while. Wild vegetation has sprouted from the floors and walls. But as you proceed into the Artifact Analysis Lab, something strange happens. There's a flash of light, and suddenly the once dank and dirty lab is pristine, occupied by Marvins going about their work. This vision doesn't last long, but the shifting perspectives persist as you advance through the lab. BT reports that there are distortions in the facility and apparently these distortions have caused a rift in time. These visions you're seeing are the past.



LECTURE HALL

Beyond the lab, the adjoining corridor leads to a large lecture hall. As you enter, time shifts to the past, revealing a meeting of scientists. A holographic projection of a large sphere dominates the stage. If you continue forward, toward the stage, the lecturer appears to take notice of your presence. Not only are you seeing the past, but you're actively participating in it with these shifts.

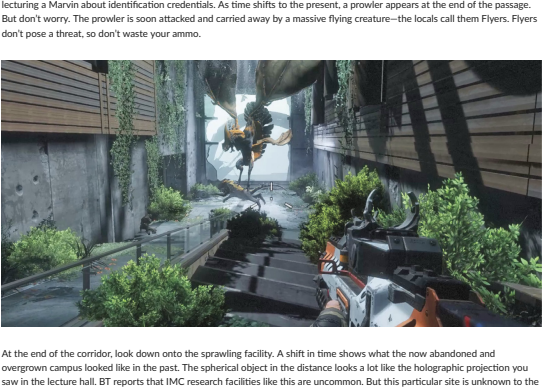




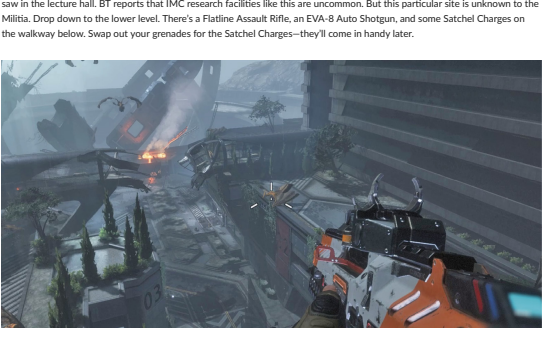
As time shifts back to the present, turn to the right side of the lecture hall to locate an open circular vent above the blocked doorway. Jump into the vent then advance through the ductwork to reach the next hallway.

OVERGROWN CAMPUS

Exit the duct and turn right, advancing along this long, abandoned corridor. Time shifts to the past and you see an IMC soldier lecturing a Marvin about identification credentials. As time shifts to the present, a prowler appears at the end of the passage. But don't worry. The prowler is soon attacked and carried away by a massive flying creature—the locals call them Flyers. Flyers don't pose a threat, so don't waste your ammo.

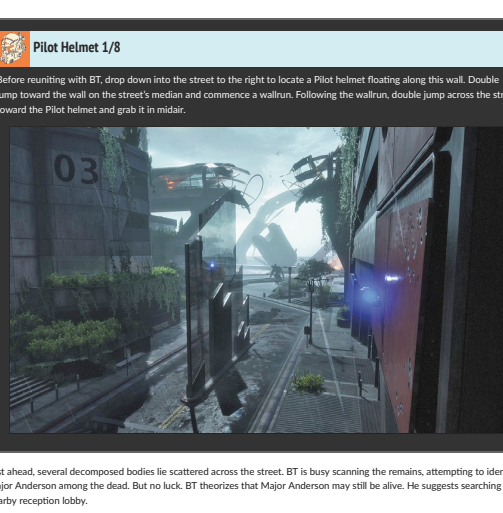


At the end of the corridor, look down onto the sprawling facility. A shift in time shows what the now abandoned and overgrown campus looked like in the past. The spherical object in the distance looks a lot like the holographic projection you saw in the lecture hall. BT reports that IMC research facilities like this are uncommon. But this particular site is unknown to the Militia. Drop down to the lower level. There's a Flatline Assault Rifle, an EVA-8 Auto Shotgun, and some Satchel Charges on the walkway below. Swap out your grenades for the Satchel Charges—they'll come in handy later.



Pilot Helmet 1/8

Before reuniting with BT, drop down into the street to the right to locate a Pilot helmet floating along this wall. Double jump toward the wall on the street's median and commence a wallrun. Following the wallrun, double jump across the street toward the Pilot helmet and grab it in midair.

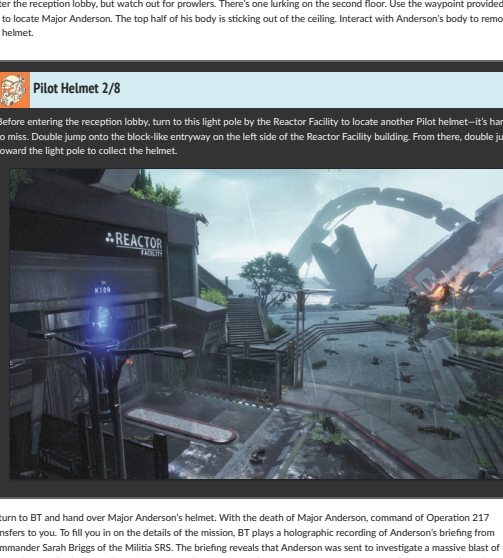


Just ahead, several decomposed bodies lie scattered across the street. BT is busy scanning the remains, attempting to identify Major Anderson among the dead. But no luck. BT theorizes that Major Anderson may still be alive. He suggests searching the nearby reception lobby.

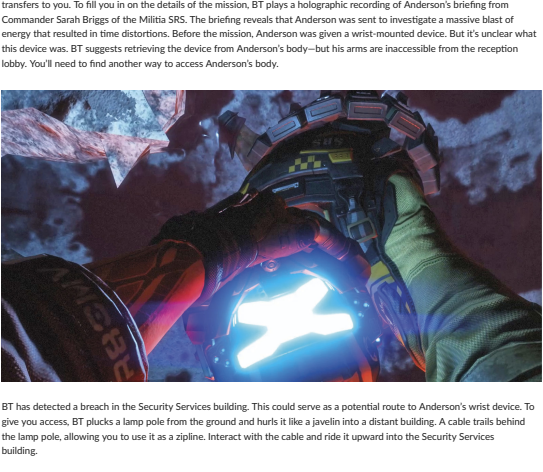
Enter the reception lobby, but watch out for prowlers. There's one lurking on the second floor. Use the waypoint provided by BT to locate Major Anderson. The top half of his body is sticking out of the ceiling. Interact with Anderson's body to remove his helmet.

Pilot Helmet 2/8

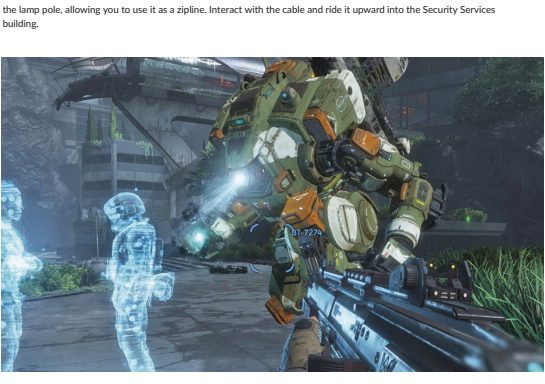
Before entering the reception lobby, turn to this light pole by the Reactor Facility to locate another Pilot helmet—it's hard to miss. Double jump onto the block-like entryway on the left side of the Reactor Facility building. From there, double jump toward the light pole to collect the helmet.

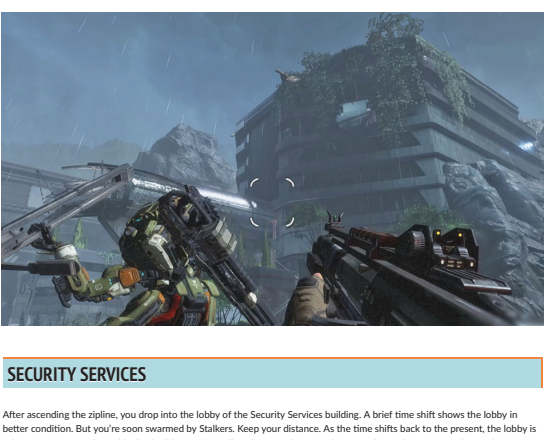


Return to BT and hand over Major Anderson's helmet. With the death of Major Anderson, command of Operation 217 transfers to you. To fill you in on the details of the mission, BT plays a holographic recording of Anderson's briefing from Commander Sarah Briggs of the Militia SRS. The briefing reveals that Anderson was sent to investigate a massive blast of energy that resulted in time distortions. Before the mission, Anderson was given a wrist-mounted device. But it's unclear what this device was. BT suggests retrieving the device from Anderson's body—but his arms are inaccessible from the reception lobby. You'll need to find another way to access Anderson's body.



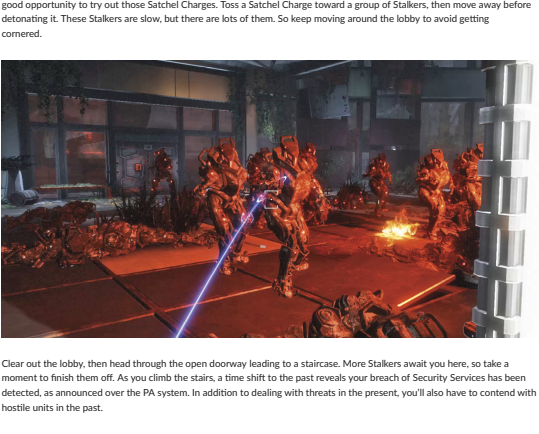
BT has detected a breach in the Security Services building. This could serve as a potential route to Anderson's wrist device. To give you access, BT plucks a lamp pole from the ground and hurls it like a javelin into a distant building. A cable trails behind the lamp pole, allowing you to use it as a zipline. Interact with the cable and ride it upward into the Security Services building.



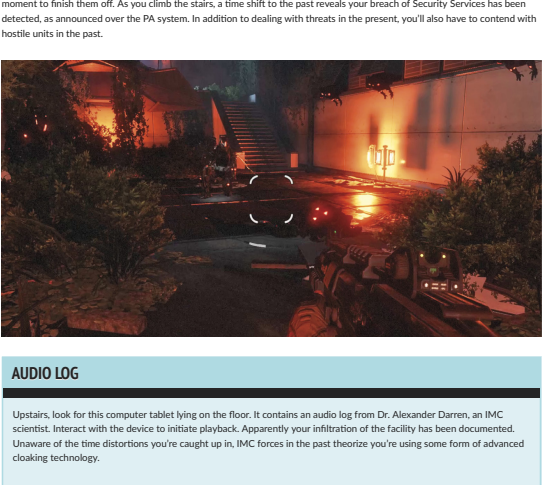


SECURITY SERVICES

After ascending the zipline, you drop into the lobby of the Security Services building. A brief time shift shows the lobby in better condition. But you're soon swarmed by Stalkers. Keep your distance. As the time shifts back to the present, the lobby is calm for a few seconds. Suddenly, the hibernating Stalkers lying on the ground come to life and move toward you. This is a good opportunity to try out those Satchel Charges. Toss a Satchel Charge toward a group of Stalkers, then move away before detonating it. These Stalkers are slow, but there are lots of them. So keep moving around the lobby to avoid getting cornered.

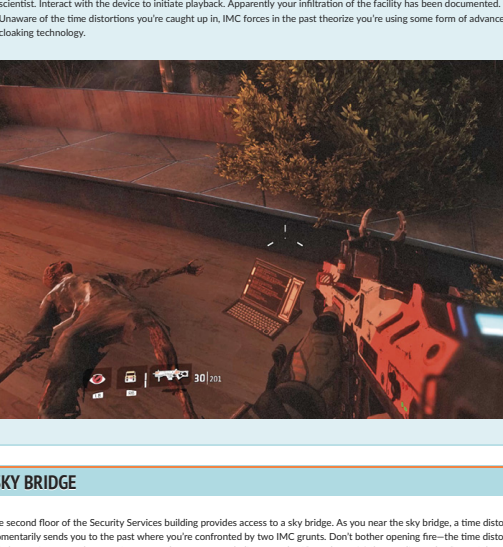


Clear out the lobby, then head through the open doorway leading to a staircase. More Stalkers await you here, so take a moment to finish them off. As you climb the stairs, a time shift to the past reveals your breach of Security Services has been detected, as announced over the PA system. In addition to dealing with threats in the present, you'll also have to contend with hostile units in the past.



AUDIO LOG

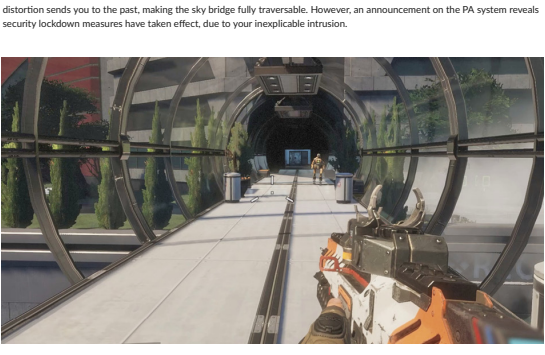
Upstairs, look for this computer tablet lying on the floor. It contains an audio log from Dr. Alexander Darren, an IMC scientist. Interact with the device to initiate playback. Apparently your infiltration of the facility has been documented. Unaware of the time distortions you're caught up in, IMC forces in the past theorize you're using some form of advanced cloaking technology.

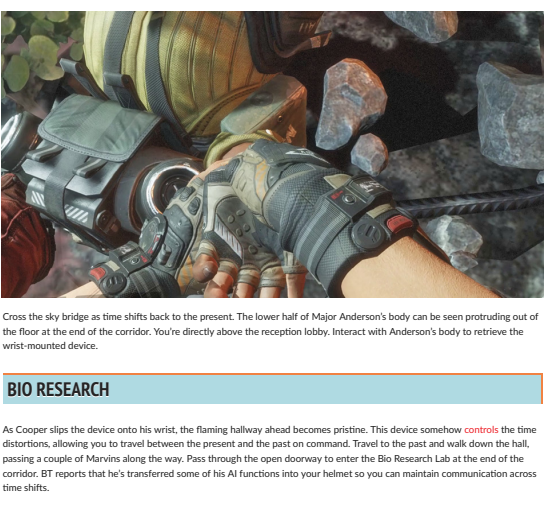


SKY BRIDGE

The second floor of the Security Services building provides access to a sky bridge. As you near the sky bridge, a time distortion momentarily sends you to the past where you're confronted by two IMC grunts. Don't bother opening fire—the time distortion only lasts a few seconds, returning you to the present. A Flatline Assault Rifle and Mastiff Shotgun lie on the floor of the sky bridge in the present. Consider updating your loadout before continuing.

In the present, the sky bridge is damaged, with debris blocking your path. Keep moving toward the debris until another time distortion sends you to the past. Here, the sky bridge is fully traversable. However, an announcement on the PA system reveals security lockdown measures have taken effect, due to your inexplicable intrusion.

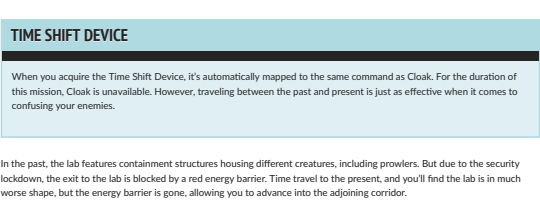




Cross the sky bridge as time shifts back to the present. The lower half of Major Anderson's body can be seen protruding out of the floor at the end of the corridor. You're directly above the reception lobby. Interact with Anderson's body to retrieve the wrist-mounted device.

BIO RESEARCH

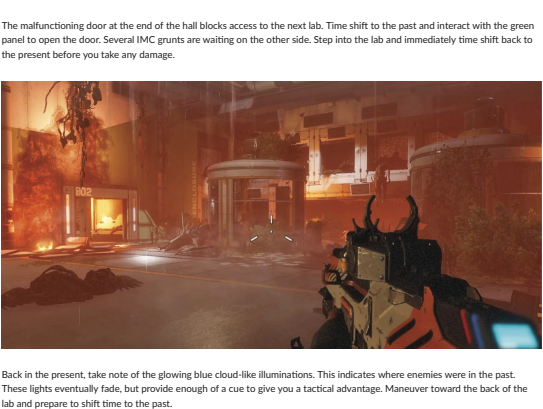
As Cooper slips the device onto his wrist, the flaming hallway ahead becomes pristine. This device somehow controls the time distortions, allowing you to travel between the present and the past on command. Travel to the past and walk down the hall, passing a couple of Marvins along the way. Pass through the open doorway to enter the Bio Research Lab at the end of the corridor. BT reports that he's transferred some of his AI functions into your helmet so you can maintain communication across time shifts.



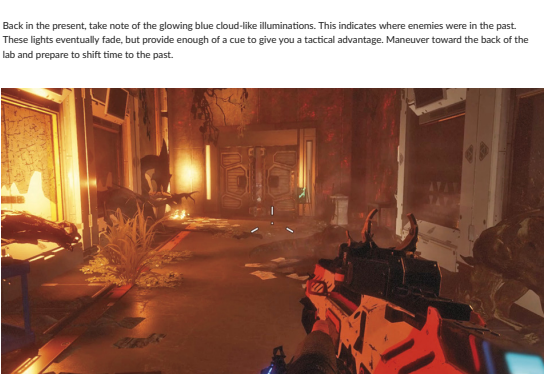
TIME SHIFT DEVICE

When you acquire the Time Shift Device, it's automatically mapped to the same command as Cloak. For the duration of this mission, Cloak is unavailable. However, traveling between the past and present is just as effective when it comes to confusing your enemies.

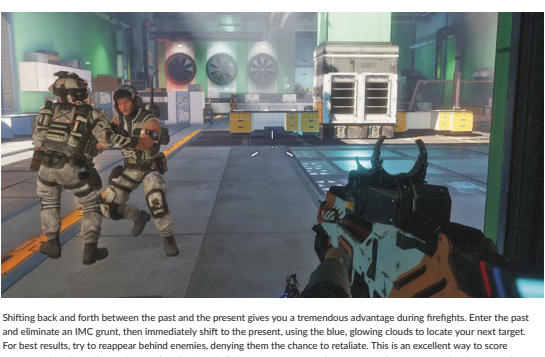
In the past, the lab features containment structures housing different creatures, including prowlers. But due to the security lockdown, the exit to the lab is blocked by a red energy barrier. Time travel to the present, and you'll find the lab is in much worse shape, but the energy barrier is gone, allowing you to advance into the adjoining corridor.



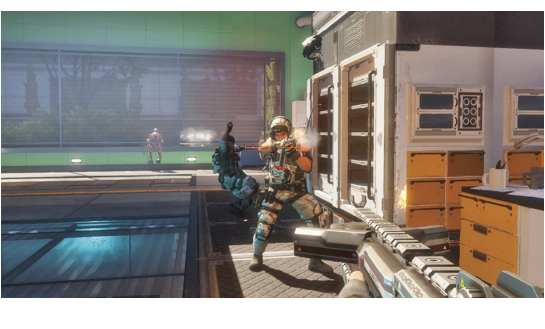
The malfunctioning door at the end of the hall blocks access to the next lab. Time shift to the past and interact with the green panel to open the door. Several IMC grunts are waiting on the other side. Step into the lab and immediately time shift back to the present before you take any damage.

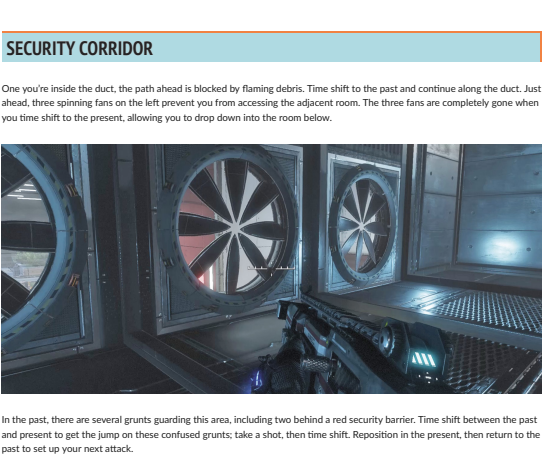


Back in the present, take note of the glowing blue cloud-like illuminations. This indicates where enemies were in the past. These lights eventually fade, but provide enough of a cue to give you a tactical advantage. Maneuver toward the back of the lab and prepare to shift time to the past.



Shifting back and forth between the past and the present gives you a tremendous advantage during firefights. Enter the past and eliminate an IMC grunt, then immediately shift to the present, using the blue, glowing clouds to locate your next target. For best results, try to reappear behind enemies, denying them the chance to retaliate. This is an excellent way to score unexpected melee strikes. When you've eliminated all the grunts, return to the present and enter one of the three round ventilation ducts at the rear of the lab.



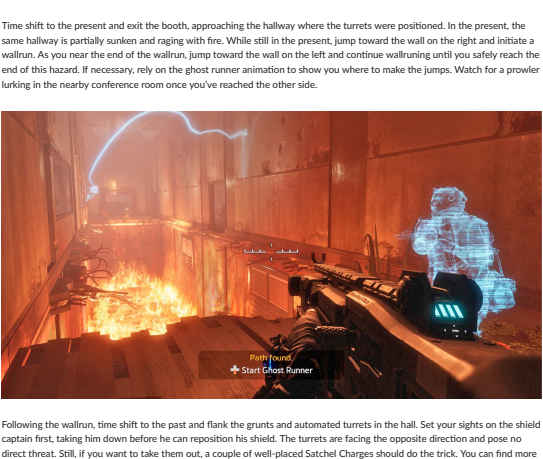


SECURITY CORRIDOR

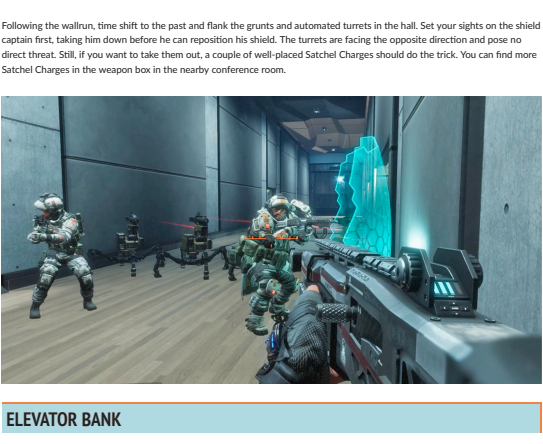
Once you're inside the duct, the path ahead is blocked by flaming debris. Time shift to the past and continue along the duct. Just ahead, three spinning fans on the left prevent you from accessing the adjacent room. The three fans are completely gone when you time shift to the present, allowing you to drop down into the room below.

In the past, there are several grunts guarding this area, including two behind a red security barrier. Time shift between the past and present to get the jump on these confused grunts; take a shot, then time shift. Reposition in the present, then return to the past to set up your next attack.

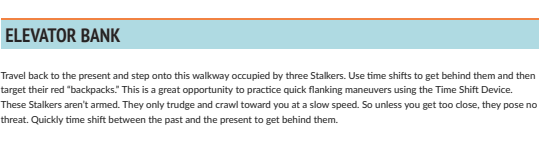
In the past, the small booth occupied by two grunts is off-limits due to a red security barrier. So time shift to the present, step inside the booth, and then return to the past. If you haven't already, deal with the two grunts inside at close range. Next, turn to the green-lit panel on the right. This provides access to the hallway ahead. But there's a problem: four automated turrets are in the hall.



Time shift to the present and exit the booth, approaching the hallway where the turrets were positioned. In the present, the same hallway is partially sunken and raging with fire. While still in the present, jump toward the wall on the right and initiate a wallrun. As you near the end of the wallrun, jump toward the wall on the left and continue wallrunning until you safely reach the end of this hazard. If necessary, rely on the ghost runner animation to show you where to make the jumps. Watch for a prowler lurking in the nearby conference room once you've reached the other side.

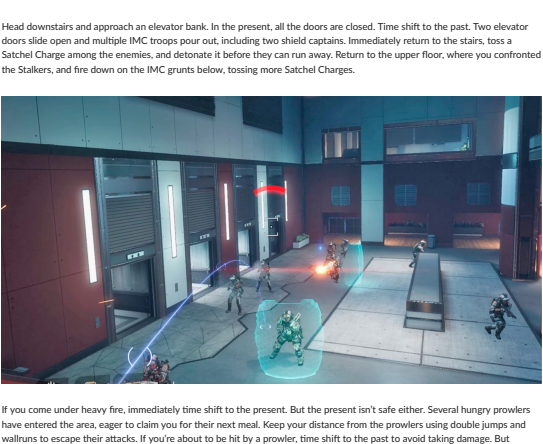


Following the wallrun, time shift to the past and flank the grunts and automated turrets in the hall. Set your sights on the shield captain first, taking him down before he can reposition his shield. The turrets are facing the opposite direction and pose no direct threat. Still, if you want to take them out, a couple of well-placed Satchel Charges should do the trick. You can find more Satchel Charges in the weapon box in the nearby conference room.

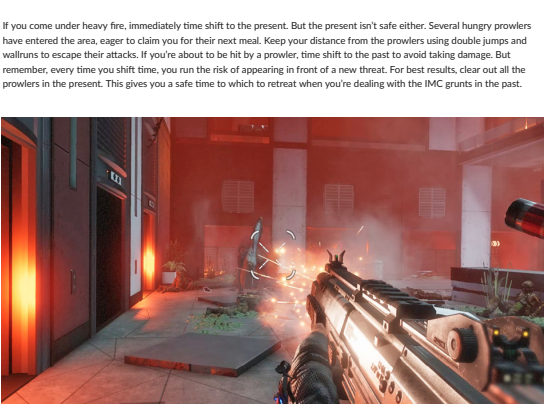


ELEVATOR BANK

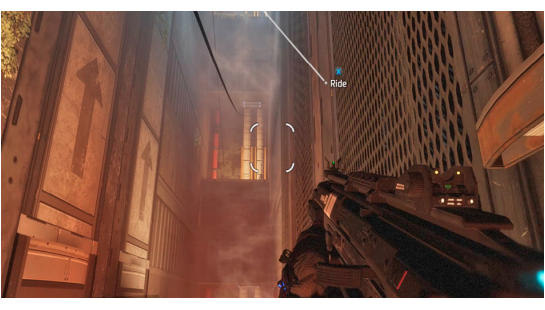
Travel back to the present and step onto this walkway occupied by three Stalkers. Use time shifts to get behind them and then target their red "backpacks." This is a great opportunity to practice quick flanking maneuvers using the Time Shift Device. These Stalkers aren't armed. They only trudge and crawl toward you at a slow speed. So unless you get too close, they pose no threat. Quickly time shift between the past and the present to get behind them.

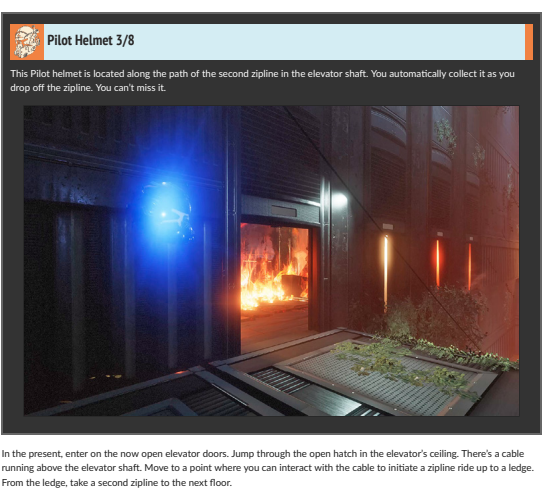


Head downstairs and approach an elevator bank. In the present, all the doors are closed. Time shift to the past. Two elevator doors slide open and multiple IMC troops pour out, including two shield captains. Immediately return to the stairs, toss a Satchel Charge among the enemies, and detonate it before they can run away. Return to the upper floor, where you confronted the Stalkers, and fire down on the IMC grunts below, tossing more Satchel Charges.



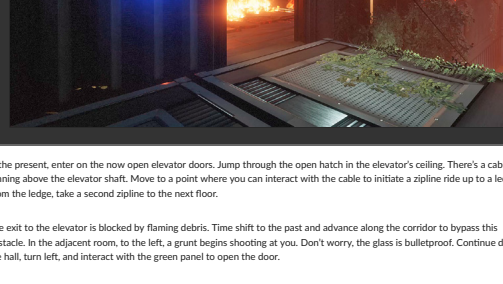
If you come under heavy fire, immediately time shift to the present. But the present isn't safe either. Several hungry prowlers have entered the area, eager to claim you for their next meal. Keep your distance from the prowlers using double jumps and wallruns to escape their attacks. If you're about to be hit by a prowler, time shift to the past to avoid taking damage. But remember, every time you shift time, you run the risk of appearing in front of a new threat. For best results, clear out all the prowlers in the present. This gives you a safe time to which to retreat when you're dealing with the IMC grunts in the past.





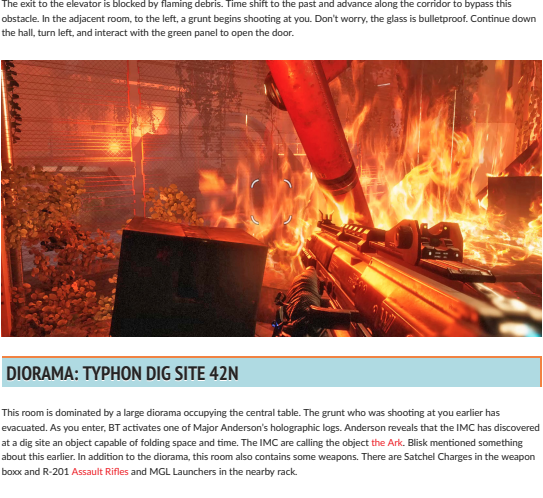
Pilot Helmet 3/8

This Pilot helmet is located along the path of the second zipline in the elevator shaft. You automatically collect it as you drop off the zipline. You can't miss it.



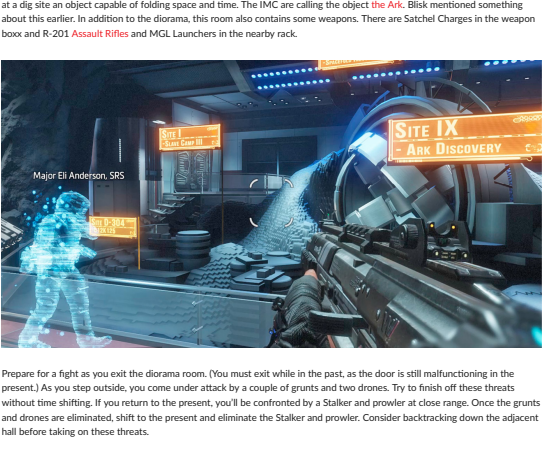
In the present, enter on the now open elevator doors. Jump through the open hatch in the elevator's ceiling. There's a cable running above the elevator shaft. Move to a point where you can interact with the cable to initiate a zipline ride up to a ledge. From the ledge, take a second zipline to the next floor.

The exit to the elevator is blocked by flaming debris. Time shift to the past and advance along the corridor to bypass this obstacle. In the adjacent room, to the left, a grunt begins shooting at you. Don't worry, the glass is bulletproof. Continue down the hall, turn left, and interact with the green panel to open the door.

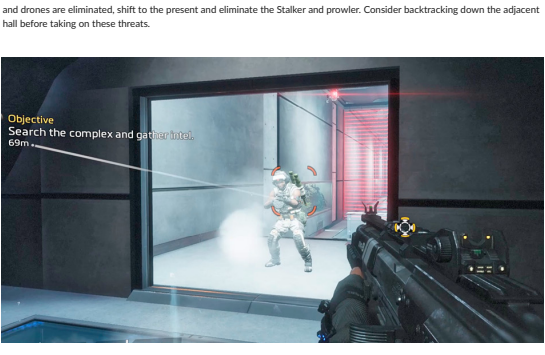


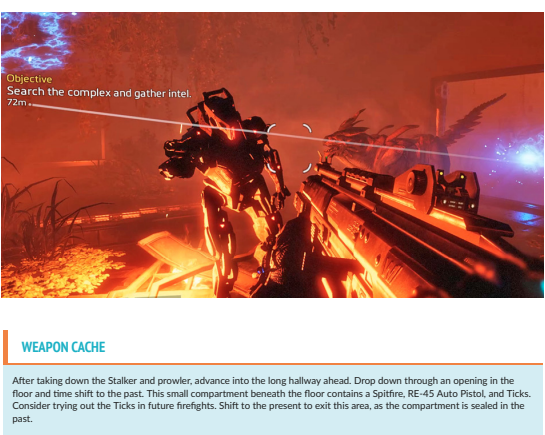
DIORAMA: TYPHON DIG SITE 42N

This room is dominated by a large diorama occupying the central table. The grunt who was shooting at you earlier has evacuated. As you enter, BT activates one of Major Anderson's holographic logs. Anderson reveals that the IMC has discovered at a dig site an object capable of folding space and time. The IMC are calling the object the Ark. BT mentioned something about this earlier. In addition to the diorama, this room also contains some weapons. There are Satchel Charges in the weapon box and R-201 Assault Rifles and MGL Launchers in the nearby rack.



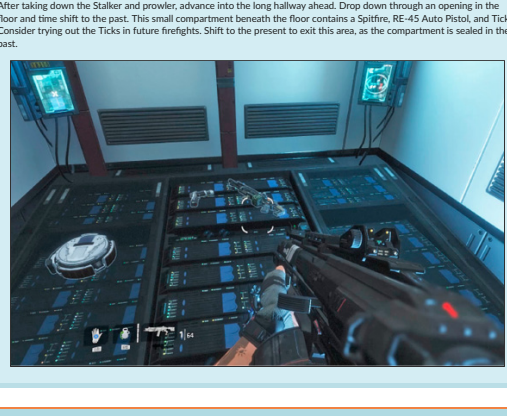
Prepare for a fight as you exit the diorama room. (You must exit while in the past, as the door is still malfunctioning in the present.) As you step outside, you come under attack by a couple of grunts and two drones. Try to finish off these threats without time shifting. If you return to the present, you'll be confronted by a Stalker and prowler at close range. Once the grunts and drones are eliminated, shift to the present and eliminate the Stalker and prowler. Consider backtracking down the adjacent hall before taking on these threats.





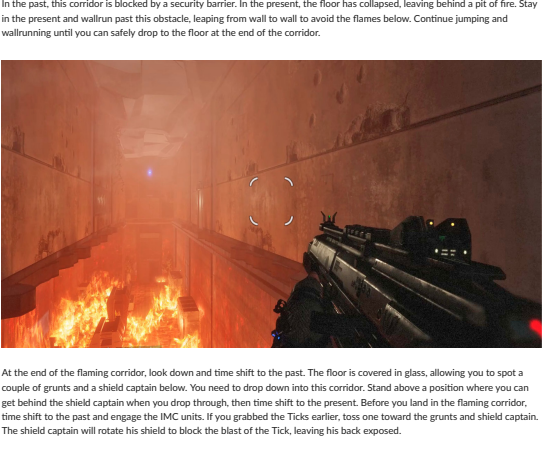
WEAPON CACHE

After taking down the Stalker and prowler, advance into the long hallway ahead. Drop down through an opening in the floor and time shift to the past. This small compartment beneath the floor contains a Spitfire, RE-45 Auto Pistol, and Ticks. Consider trying out the Ticks in future firefights. Shift to the present to exit this area, as the compartment is sealed in the past.

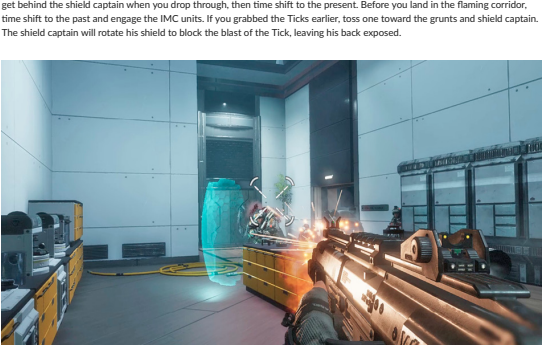


AMPLIFICATION CASING RESEARCH

In the past, this corridor is blocked by a security barrier. In the present, the floor has collapsed, leaving behind a pit of fire. Stay in the present and wallrun past this obstacle, leaping from wall to wall to avoid the flames below. Continue jumping and wallrunning until you can safely drop to the floor at the end of the corridor.

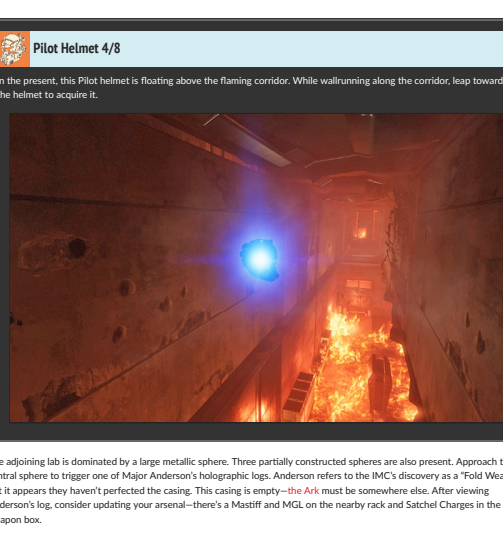


At the end of the flaming corridor, look down and time shift to the past. The floor is covered in glass, allowing you to spot a couple of grunts and a shield captain below. You need to drop down into this corridor. Stand above a position where you can get behind the shield captain when you drop through, then time shift to the present. Before you land in the flaming corridor, time shift to the past and engage the IMC units. If you grabbed the Ticks earlier, toss one toward the grunts and shield captain. The shield captain will rotate his shield to block the blast of the Tick, leaving his back exposed.

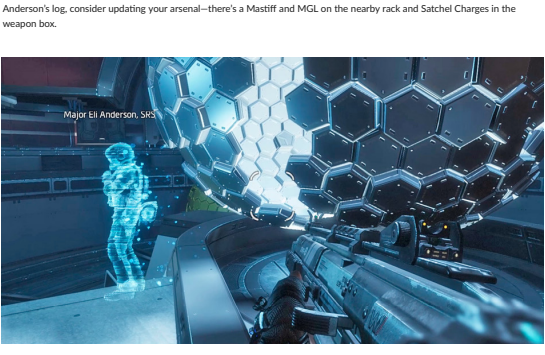


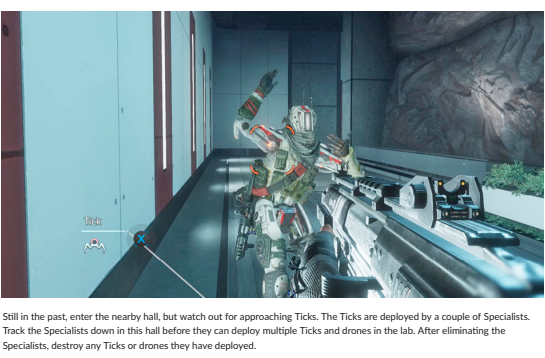
Pilot Helmet 4/8

In the present, this Pilot helmet is floating above the flaming corridor. While wallrunning along the corridor, leap toward the helmet to acquire it.



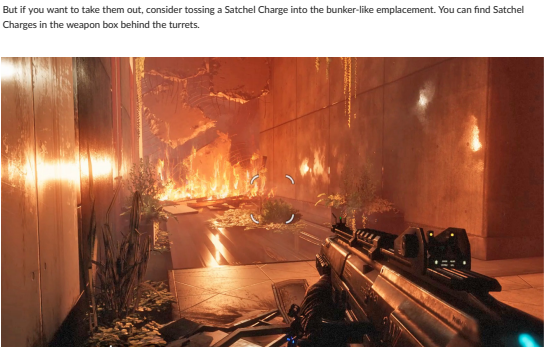
The adjoining lab is dominated by a large metallic sphere. Three partially constructed spheres are also present. Approach the central sphere to trigger one of Major Anderson's holographic logs. Anderson refers to the IMC's discovery as a "Fold Weapon," but it appears they haven't perfected the casing. This casing is empty—the Ark must be somewhere else. After viewing Anderson's log, consider updating your arsenal—there's a Mastiff and MGL on the nearby rack and Satchel Charges in the weapon box.





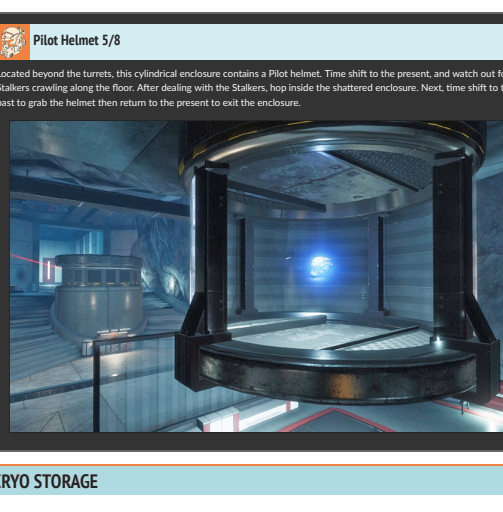
Still in the past, enter the nearby hall, but watch out for approaching Ticks. The Ticks are deployed by a couple of Specialists. Track the Specialists down in this hall before they can deploy multiple Ticks and drones in the lab. After eliminating the Specialists, destroy any Ticks or drones they have deployed.

Shift to the present as you approach the bend in the hall. If you stay in the past you'll be ambushed by several automated turrets. In the present, the hall is blocked by flaming debris. Initiate a wallrun along the right wall. As you near the flaming debris, time shift to the past and leap over the turret emplacement. Once you're beyond the turrets, they don't pose a threat. But if you want to take them out, consider tossing a Satchel Charge into the bunker-like emplacement. You can find Satchel Charges in the weapon box behind the turrets.



Pilot Helmet 5/8

Located beyond the turrets, this cylindrical enclosure contains a Pilot helmet. Time shift to the present, and watch out for Stalkers crawling along the floor. After dealing with the Stalkers, hop inside the shattered enclosure. Next, time shift to the past to grab the helmet then return to the present to exit the enclosure.

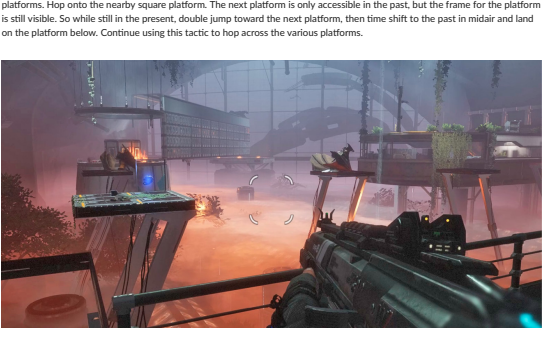


CRYO STORAGE

In the past, a security barrier blocks access to the cryo storage area. The barrier is no longer functional in the present, allowing you to enter. After gaining access, return to the past just in time to hear a PA announcement: something about a test sequence involving the Ark. Ascend either set of stairs flanking the room and approach another security barrier at the back. Time shift to the present to enter the massive chamber beyond.

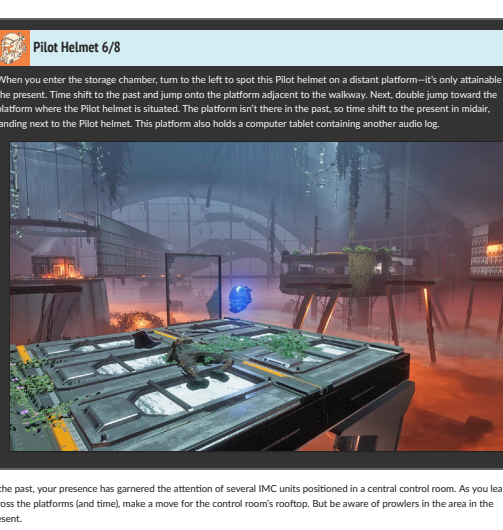
IMC scientists used this facility to cryogenically freeze human test subjects. In the present, this storage chamber has fallen into disrepair and is occupied by flyers and prowlers.

Traversing this chamber requires frequent time shifts. Start in the present and move along the entry walkway to this set of platforms. Hop onto the nearby square platform. The next platform is only accessible in the past, but the frame for the platform is still visible. So while still in the present, double jump toward the next platform, then time shift to the past in midair and land on the platform below. Continue using this tactic to hop across the various platforms.

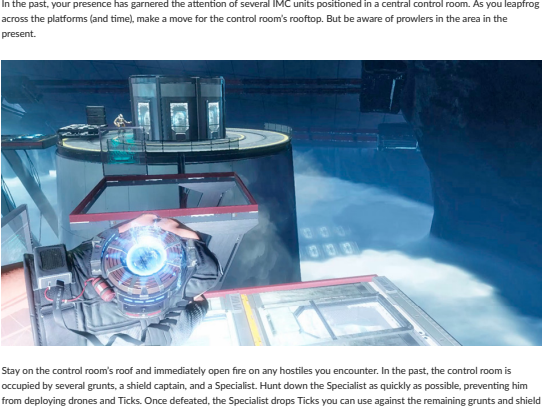


Pilot Helmet 6/8

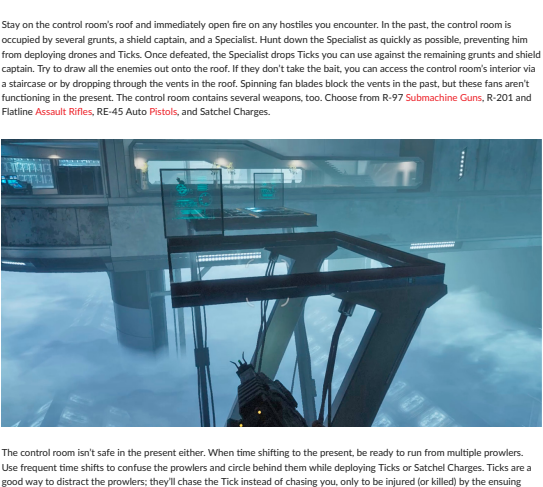
When you enter the storage chamber, turn to the left to spot this Pilot helmet on a distant platform—it's only attainable in the present. Time shift to the past and jump onto the platform adjacent to the walkway. Next, double jump toward the platform where the Pilot helmet is situated. The platform isn't there in the past, so time shift to the present in midair, landing next to the Pilot helmet. This platform also holds a computer tablet containing another audio log.



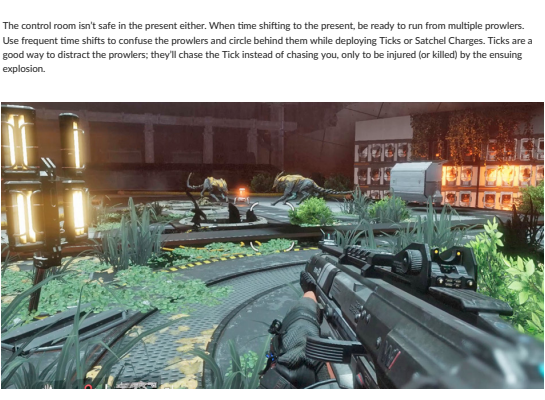
In the past, your presence has garnered the attention of several IMC units positioned in a central control room. As you leapfrog across the platforms (and time), make a move for the control room's rooftop. But be aware of prowlers in the area in the present.

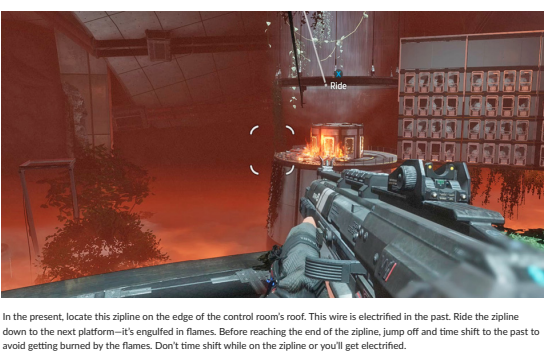


Stay on the control room's roof and immediately open fire on any hostiles you encounter. In the past, the control room is occupied by several grunts, a shield captain, and a Specialist. Hunt down the Specialist as quickly as possible, preventing him from deploying drones and Ticks. Once defeated, the Specialist drops Ticks you can use against the remaining grunts and shield captain. Try to draw all the enemies out onto the roof. If they don't take the bait, you can access the control room's interior via a staircase or by dropping through the vents in the roof. Spinning fan blades block the vents in the past, but these fans aren't functioning in the present. The control room contains several weapons, too. Choose from R-97 Submachine Guns, R-201 and Flatline Assault Rifles, RE-45 Auto Pistols, and Satchel Charges.



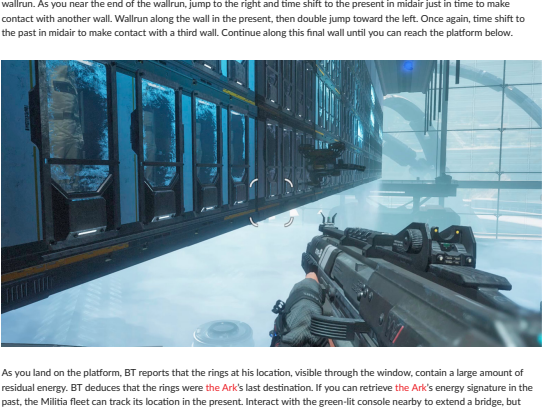
The control room isn't safe in the present either. When time shifting to the present, be ready to run from multiple prowlers. Use frequent time shifts to confuse the prowlers and circle behind them while deploying Ticks or Satchel Charges. Ticks are a good way to distract the prowlers; they'll chase the Tick instead of chasing you, only to be injured (or killed) by the ensuing explosion.



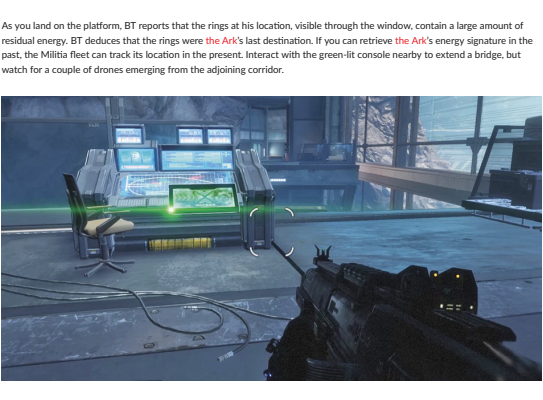


In the present, locate this zipline on the edge of the control room's roof. This wire is electrified in the past. Ride the zipline down to the next platform—it's engulfed in flames. Before reaching the end of the zipline, jump off and time shift to the past to avoid getting burned by the flames. Don't time shift while on the zipline or you'll get electrified.

Stay in the past and turn toward a wall containing cryogenically frozen test subjects. Double jump toward the wall and initiate a wallrun. As you near the end of the wallrun, jump to the right and time shift to the present in midair just in time to make contact with another wall. Wallrun along the wall in the present, then double jump toward the left. Once again, time shift to the past in midair to make contact with a third wall. Continue along this final wall until you reach the platform below.

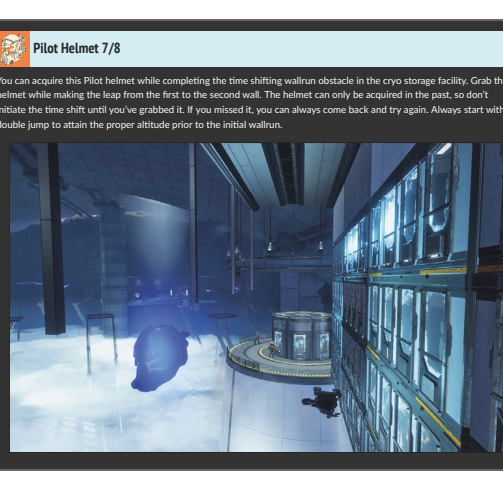


As you land on the platform, BT reports that the rings at his location, visible through the window, contain a large amount of residual energy. BT deduces that the rings were the Ark's last destination. If you can retrieve the Ark's energy signature in the past, the Militia fleet can track its location in the present. Interact with the green-lit console nearby to extend a bridge, but watch for a couple of drones emerging from the adjoining corridor.



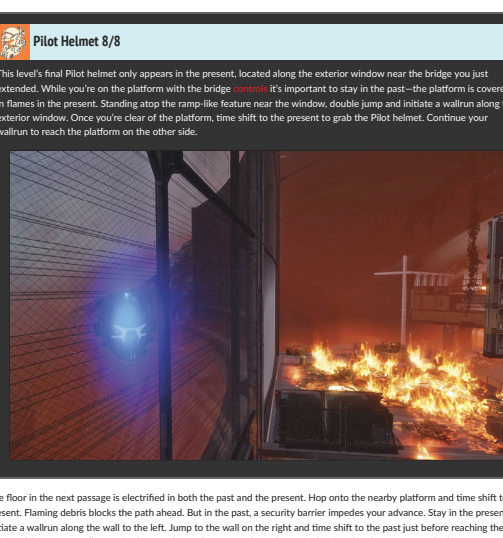
Pilot Helmet 7/8

You can acquire this Pilot helmet while completing the time shifting wallrun obstacle in the cryo storage facility. Grab the helmet while making the leap from the first to the second wall. The helmet can only be acquired in the past, so don't initiate the time shift until you've grabbed it. If you missed it, you can always come back and try again. Always start with a double jump to attain the proper altitude prior to the initial wallrun.

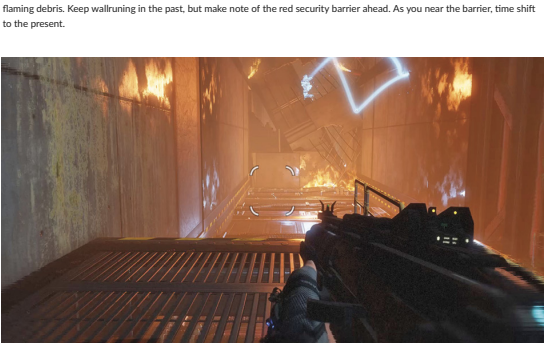


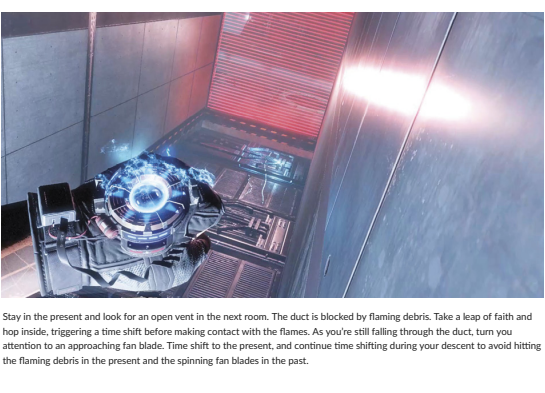
Pilot Helmet 8/8

This level's final Pilot helmet only appears in the present, located along the exterior window near the bridge you just extended. While you're on the platform with the bridge controls, it's important to stay in the past—the platform is covered in flames in the present. Standing atop the ramp-like feature near the window, double jump and initiate a wallrun along the exterior window. Once you're clear of the platform, time shift to the present to grab the Pilot helmet. Continue your wallrun to reach the platform on the other side.

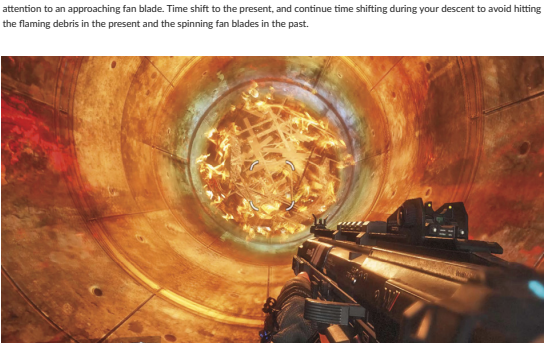


The floor in the next passage is electrified in both the past and the present. Hop onto the nearby platform and time shift to the present. Flaming debris blocks the path ahead. But in the past, a security barrier impedes your advance. Stay in the present and initiate a wallrun along the wall to the left. Jump to the wall on the right and time shift to the past just before reaching the flaming debris. Keep wallrunning in the past, but make note of the red security barrier ahead. As you near the barrier, time shift to the present.



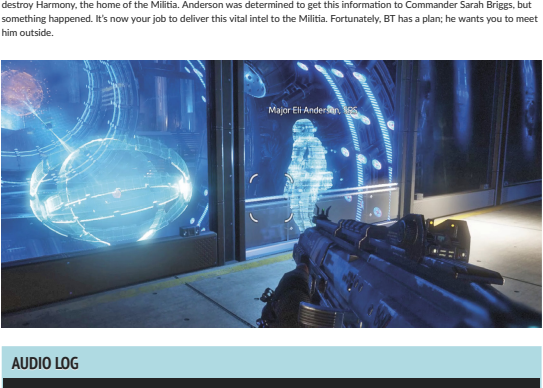


Stay in the present and look for an open vent in the past. The duct is blocked by flaming debris. Take a leap of faith and hop inside, triggering a time shift before making contact with the flames. As you're still falling through the duct, turn your attention to an approaching fan blade. Time shift to the present, and continue time shifting during your descent to avoid hitting the flaming debris in the present and the spinning fan blades in the past.



FOLD WEAPON TARGETING RESEARCH

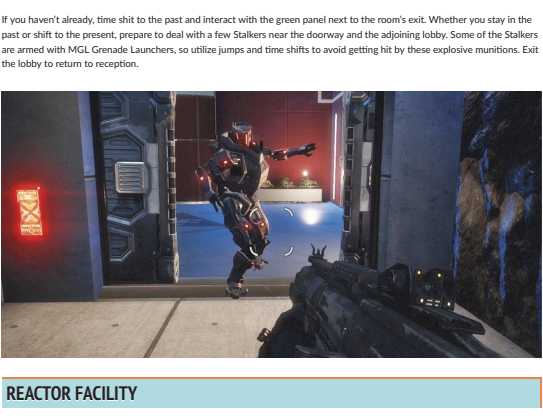
The duct drops you in this room. A huge holographic image depicting how the IMC's Fold Weapon operates extends the length of the room. Major Anderson's final holographic log is triggered. Anderson discovered the IMC used their Fold Weapon, powered by the Ark, to destroy one of Typhon's moons. But this was only a test. The IMC intends to use the Fold Weapon to destroy Harmony, the home of the Militia. Anderson was determined to get this information to Commander Sarah Briggs, but something happened. It's now your job to deliver this vital intel to the Militia. Fortunately, BT has a plan; he wants you to meet him outside.



AUDIO LOG

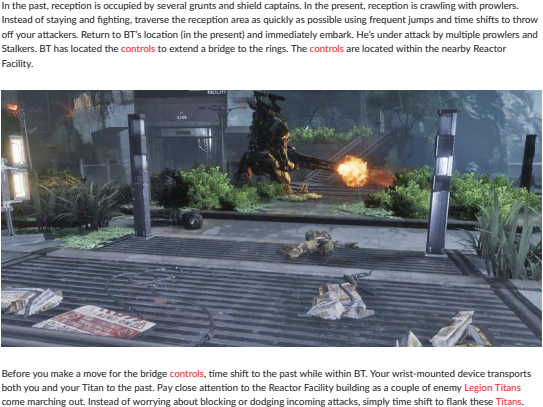
Two audio logs are in the Fold Weapon Targeting Research room that contain an extended speech by General Marder as to his rationale for employing such a weapon. One is in the past, and one in the present (both contain the same recording).

If you haven't already, time shift to the past and interact with the green panel next to the room's exit. Whether you stay in the past or shift to the present, prepare to deal with a few Stalkers near the doorway and the adjoining lobby. Some of the Stalkers are armed with MGL Grenade Launchers, so utilize jumps and time shifts to avoid getting hit by these explosive munitions. Exit the lobby to return to reception.

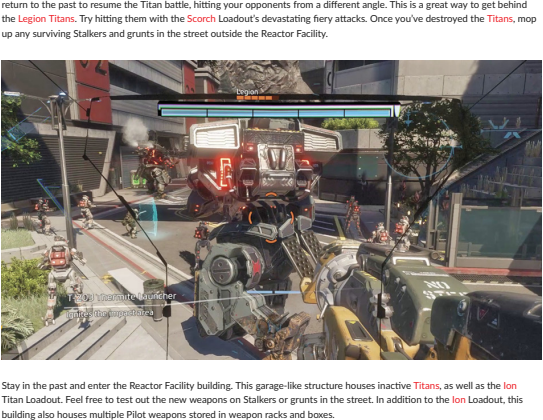


REACTOR FACILITY

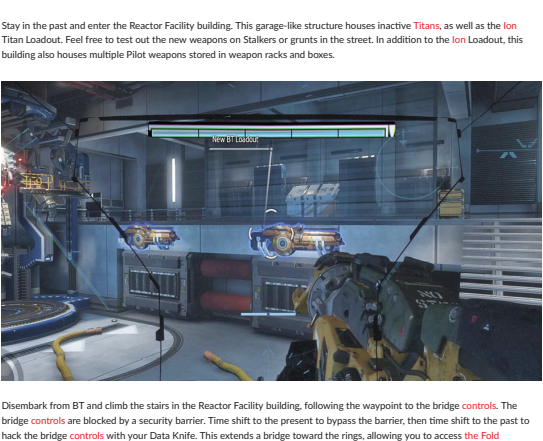
In the past, reception is occupied by several grunts and shield captains. In the present, reception is crawling with prowlers. Instead of staying and fighting, traverse the reception area as quickly as possible, using frequent jumps and time shifts to throw off your attackers. Return to BT's location (in the present) and immediately embark. He's under attack by multiple prowlers and Stalkers. BT has located the controls to extend a bridge to the rings. The controls are located within the nearby Reactor Facility.



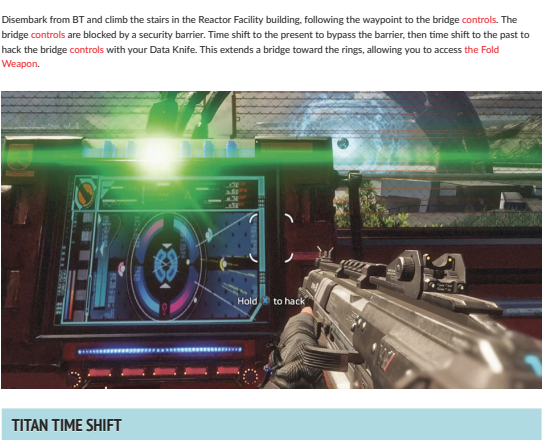
Before you make a move for the bridge controls, time shift to the past while within BT. Your wrist-mounted device transports both you and your Titan to the past. Pay close attention to the Reactor Facility building as a couple of enemy Legion Titans come marching out. Instead of worrying about blocking or dodging incoming attacks, simply time shift to flank these Titans. Monitor your shields and time shift each time you start taking damage. Stay in the present until your shields recharge, then return to the past to resume the Titan battle, hitting your opponents from a different angle. This is a great way to get behind the Legion Titans. Try hitting them with the Scorch Loadout's devastating fiery attacks. Once you've destroyed the Titans, mop up any surviving Stalkers and grunts in the street outside the Reactor Facility.



Stay in the past and enter the Reactor Facility building. This garage-like structure houses inactive Titans, as well as the Ion Titan Loadout. Feel free to test out the new weapons on Stalkers or grunts in the street. In addition to the Ion Loadout, this building also houses multiple Pilot weapons stored in weapon racks and boxes.



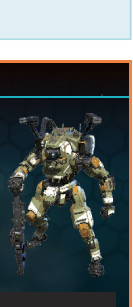
Disembark from BT and climb the stairs in the Reactor Facility building, following the waypoint to the bridge controls. The bridge controls are blocked by a security barrier. Time shift to the present to bypass the barrier, then time shift to the past to hack the bridge controls with your Data Knife. This extends a bridge toward the rings, allowing you to access the Fold Weapon.



TITAN TIME SHIFT

Just as Cloak is unavailable while you're on foot, certain Titan functions are unavailable while you're wearing the Time Shift Device. For example, when using the Scorch Loadout, you can't activate the Thermal Shield because it's mapped to the same key/button as the Time Shift Device. The same goes for Tone's Particle Wall and the Vortex Shield found in the Expedition, Brute, and Ion Loadouts. But this is a minor caveat. Shifting back and forth through time is worthwhile trade-off.

BT-7274 (Loadout: Ion)

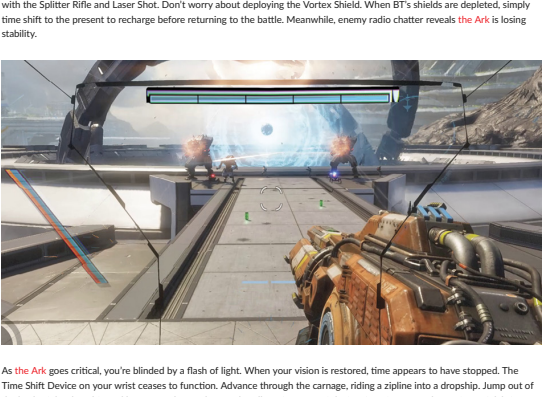


The Ion Loadout utilizes laser and energy-based weapons capable of holding their own at any range. The Splitter Rifle is one of the most versatile Titan weapons available, benefitting from a high rate of fire and excellent damage output. It can be fired automatically with reasonable precision or with split-shot, providing a shotgun-like spread, ideal for close-quarters encounters. The split-shot function causes extra damage but uses more energy, potentially limiting deployment of the loadout's other energy-based abilities. Use Laser Core at close range during Titan battles to rapidly tear through enemy shields and armor. The Laser Shot shoulder-mounted weapon system is ideal for scoring critical hits at long range. If you come under heavy attack, deploy the Vortex Shield to block and redirect incoming fire. Trip Wire deploys three mines linked by a laser trip wire. If the trip wire is crossed, all three mines detonate, dealing massive damage. Use Trip Wire when being pursued by enemy Titans; this deterrent can give you time to retreat and recharge.

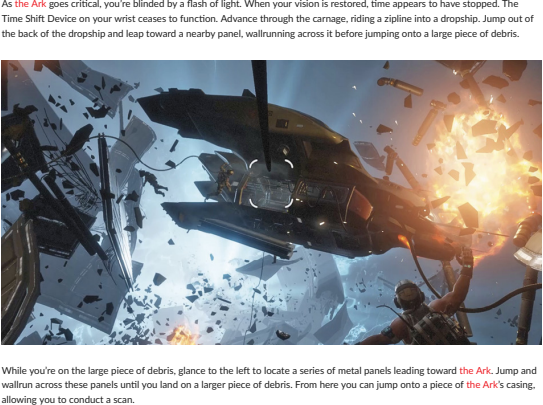
WEAPON/ABILITY	NAME	DESCRIPTION
	Splitter Rifle	Primary: Automatic energy rifle. Alt: Stronger split-shot. (Drains energy.)
	Laser Core	Heavy, chest-fired laser cannon.
	Laser Shot	Precision shoulder laser.
	Vortex Shield	Blocks and returns incoming fire.
	Trip Wire	Laser-triggered explosive mines.

THE FOLD WEAPON

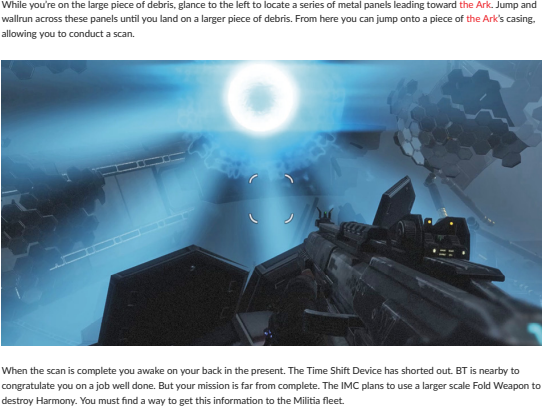
Return to BT and advance toward the Fold Weapon. The IMC have reinforced the area with dozens of grunts, two Legion Titans, and a Reaper. The Reaper and enemy Titans hold their ground in front of the Ark. Using the new Ion Loadout, open fire with the Splitter Rifle and Laser Shot. Don't worry about deploying the Vortex Shield. When BT's shields are depleted, simply time shift to the present to recharge before returning to the battle. Meanwhile, enemy radio chatter reveals the Ark is losing stability.



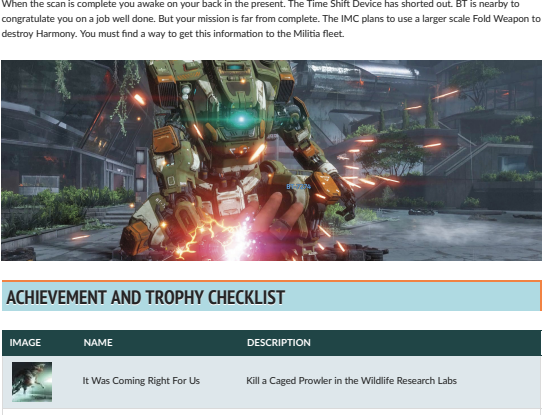
As the Ark goes critical, you're blinded by a flash of light. When your vision is restored, time appears to have stopped. The Time Shift Device on your wrist ceases to function. Advance through the carnage, riding a zipline into a dropship. Jump out of the back of the dropship and leap toward a nearby panel, wallrunning across it before jumping onto a large piece of debris.



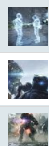
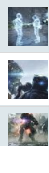
While you're on the large piece of debris, glance to the left to locate a series of metal panels leading toward the Ark. Jump and wallrun across these panels until you land on a larger piece of debris. From here you can jump onto a piece of the Ark's casing, allowing you to conduct a scan.



When the scan is complete you awake on your back in the present. The Time Shift Device has shorted out. BT is nearby to congratulate you on a job well done. But your mission is far from complete. The IMC plans to use a larger scale Fold Weapon to destroy Harmony. You must find a way to get this information to the Militia fleet.



ACHIEVEMENT AND TROPHY CHECKLIST

IMAGE	NAME	DESCRIPTION
	It Was Coming Right For Us	Kill a Caged Prowler in the Wildlife Research Labs
	Collector	Find 25 Collectibles
	Following the Footsteps	View Anderson's first Holographic Log (Secret)
	Secret Plans	Complete Special Operation 217 (Secret)
	Face Melter	Destroy a Titan with your Laser Core in the Campaign

TITANFALL 2

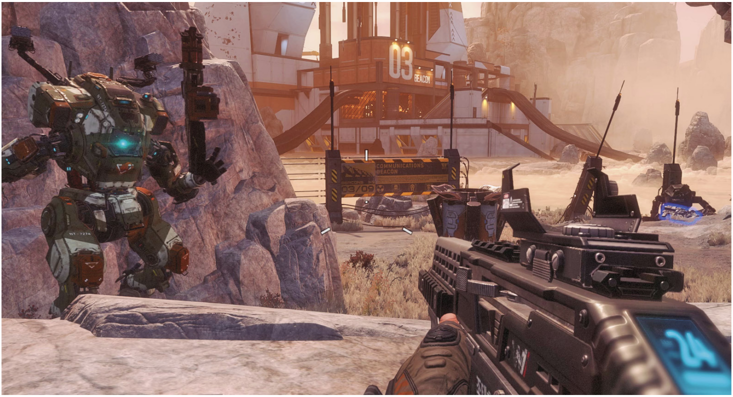
The Beacon

Interstellar Beacon Facility

COOPER'S LOGBOOK

Found Anderson, KIA. The IMC recently conducted a weapons test against a moon of Typhon, shattering it. They plan to use a large-scale version of this technology to target the Militia planet of Harmony. We must get the intel about this "Fold Weapon" to Militia command immediately. BT says an IMC interstellar beacon could do the trick.

BT has located an interstellar beacon. With some luck (and a few repairs) it can be used to contact the Militia fleet and warn them about the IMC's plan to destroy Harmony. Follow BT through the rocky terrain until you come to a clearing covered in a dense fog. BT detects traces of poisonous chemicals in the fog. Hop inside BT to avoid taking damage from the fog during your advance. Along the way, grab the Ronin Titan Loadout by the facility's fence.



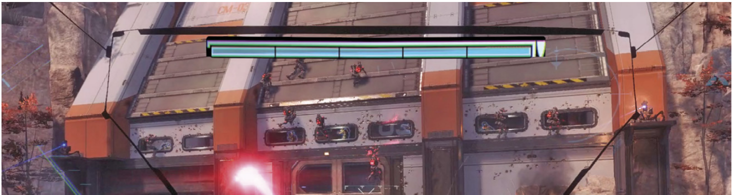
BT-7274 (Loadout: Ronin)

The Ronin Loadout excels in close-quarters combat, using its broadsword and Leadwall Shotgun to deal massive damage. When performing melee strikes with this loadout, BT swings a massive broadsword, dealing much more damage than a standard melee attack. The damage is further intensified when activating Sword Core, imbuing the broadsword with an electrical field. The Leadwall Shotgun fires a wide spread, ideal during chaotic Titan battles. But the rotary drum magazine is depleted after four shots, so be prepared for frequent reloads. Arc Wave functions similarly to the Scorch's Firewall. But instead of dropping a line of fire, the Ronin Titan emits a linear electrical wave. By deploying Sword Block, the broadsword can be used to partially block incoming fire. Use Sword Block to mitigate damage while closing in on enemy Titans and other threats. Sword Block's effectiveness is increased when Sword Core is active. Functioning similarly to a standard Dash, Phase Dash causes your Titan to disappear in one spot and reappear in another. Use Phase Dash to rush enemy Titans, instantly putting them within range of the Ronin's devastating broadsword and Leadwall.

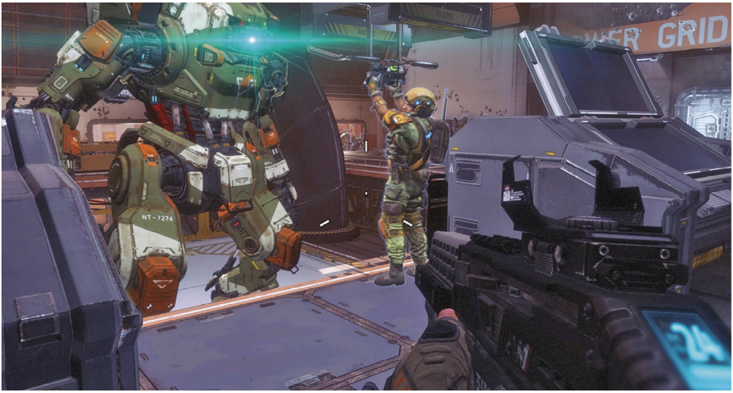
WEAPON/ABILITY	NAME	DESCRIPTION
	Leadwall Shotgun	Projectile shotgun with wide spread.
	Sword Core	Electrifies broadsword, empowering attacks and Sword Block.
	Arc Wave	Slows and damages enemies.
	Sword Block	Reduces damage from incoming fire.
	Phase Dash	Quick, directional phase shift.

BEACON CONTROL ROOM

BT receives an incoming radio transmission from a Captain Cole of the Militia. He reports that his men are being overrun by Stalkers in the nearby beacon control room. With the Ronin Loadout equipped, advance through the fog and veer right to locate the control room. Instead of shooting the Stalkers one by one, simply run them over, crushing them with BT's chassis. Alternately, use the Expedition or Brute Loadout's Multi-Target Missile System to quickly target and eliminate multiple Stalkers. This is most beneficial when engaging the Stalkers climbing on the control room's exterior.



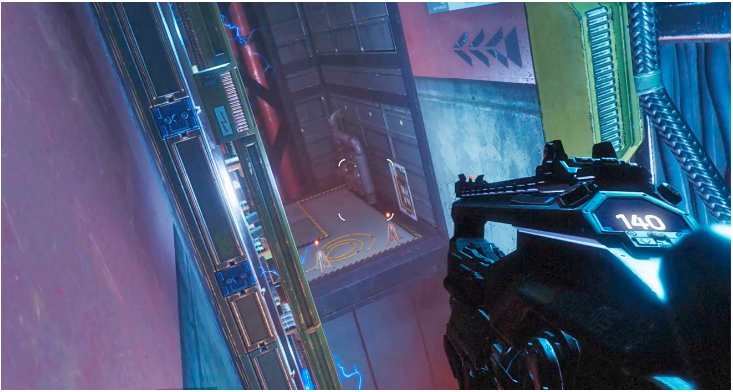
Once the Stalkers are eliminated, Captain Cole opens the control room's blast doors. Step inside, ride the adjoining lift to meet the Captain, and then disembark from BT. Cole reports the beacon's power is shut down. You'll need to find a functioning Arc Tool to restore power to the facility. Apparently there's an Arc Tool in a substation, but Cole's men haven't been able to retrieve it. Advance through the open doorway to begin your journey to the substation.



SUBSTATION FACILITY

Several exhausted Militia riflemen (and destroyed Stalkers) line the path to the substation—these guys have clearly had a tough time on Typhon. Along the way, look for weapons scattered on the ground, including an L-Star and Mastiff. When you come to a large closed door, turn down a narrow walkway to the left, passing a Marvin that is busy welding.

Some of the walls in this area are electrified. Carefully link jumps and wallruns to traverse this section, avoiding the vertical electrified columns. As you near the electrified columns, your HUD view becomes garbled, due to interference. Take this as your cue to jump away, landing on the next wall. Falling here is fatal, so carefully plan your movements, maintaining contact with the walls.



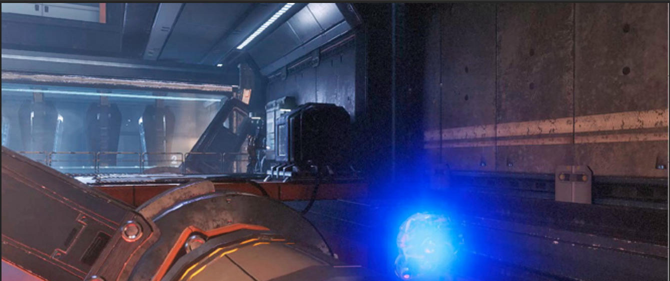
SUBSTATION 03

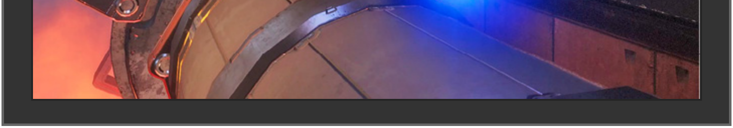
Turn your attention overhead as you enter this substation; drones are humming overhead. Seek cover behind one of the nearby crates and pick off the drones one by one before turning your attention to the Stalkers and Spectres on the far side of the room.

Watch for Stalkers and Spectres advancing down this corridor to the left. Grenades and explosives work well in this confined space. Use Cloak as necessary to avoid detection. If an opportunity presents itself, hack a Spectre with your Data Knife. Having a Spectre or two on your side greatly increases your chance of survival. But exercise caution while hacking—you're completely vulnerable.

Pilot Helmet 1/11

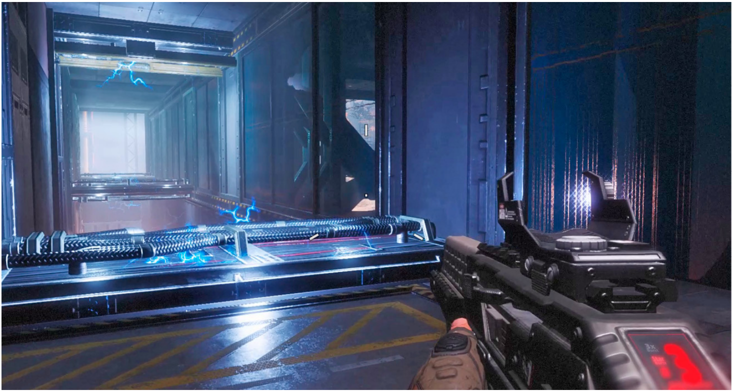
As you enter Substation 03, this Pilot helmet is located on the rotating shaft to the right. Simply run across the shaft to collect it. While running, you'll need to compensate for the shaft's rotation to avoid falling off. It's best to wait until the hostile units have been eliminated before trying to grab this helmet.





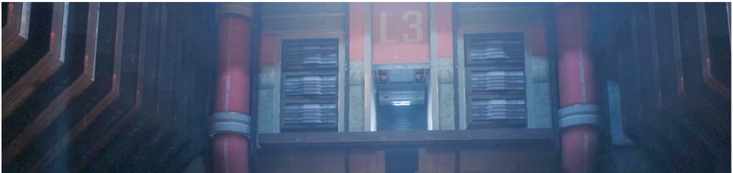
POWER GRID

Proceed through the adjoining passage until you reach another wallrun challenge. In this corridor, horizontal beams on the top and bottom are electrified. While wallrunning try to maintain the same altitude along each wall, careful not to jump too high or drop too low. Be careful when using double jumps following wallruns, as you may drift too high, crashing into one of the electrified beams above.

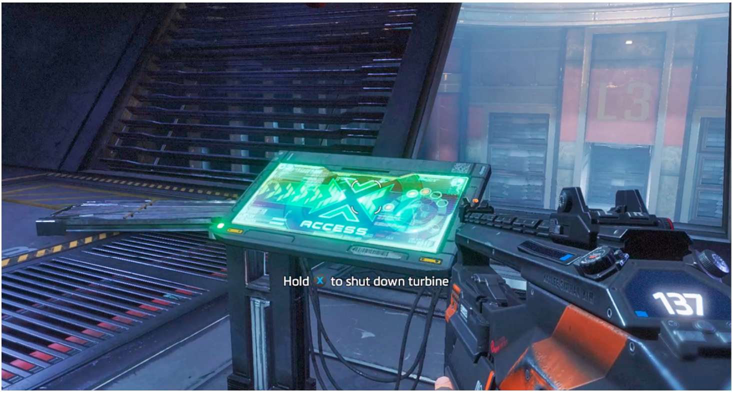


SILO 01

A powerful turbine blasts air upward through this massive silo. You need to find a way to shut it down before you can continue your search for the Arc Tool. Take a leap of faith and jump toward the center of the turbine. The airflow carries you upward. As you float above the silo, continue moving toward the distant ledge, entering the doorway marked “L3.” When you land, turn around and jump back toward the turbine, allowing the airflow to carry you to the blue-lit control room on the other side of the silo.

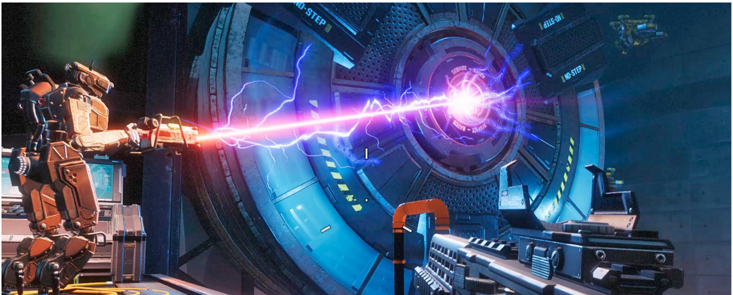


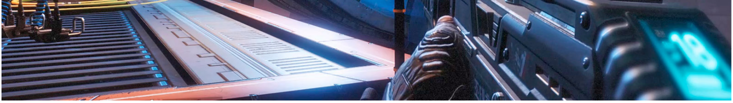
In the control room, interact with the green-lit console to deactivate the turbine. But your access to the control room has been detected by the enemy, and drones have been dispatched. Peek in and out of the control room's entrance while engaging drones in the silo. When all the threats have been eliminated, jump out of the control room and drop all the way down to the bottom of the silo. Your Jump Kit prevents you from taking any damage, despite the height.



ARC 07

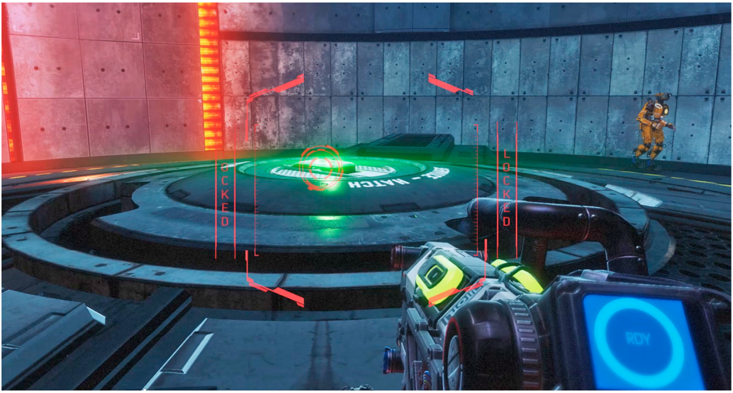
The Arc Tool is being used by a Marvin in this chamber. Notice how he uses it to temporarily deactivate the nearby turbine. Interact with the Marvin to take the Arc Tool. He won't be happy. Next, aim the Arc Tool at the turbine and fire it at the green-lit panel in the center. When the turbine is deactivated, jump toward the turbine and wallrun across it to quickly cross the room. You only have a few seconds to complete the wallrun before the turbine reactivates.



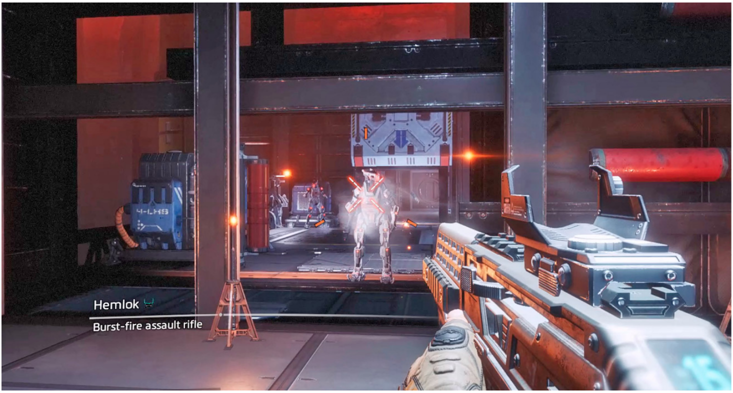


SILO 02

Cross back through the turbine silo and use the Arc Tool to open the door on the other side by targeting the green-lit panel to the right of the door. Beyond the door is a second silo occupied by a few Marvins. The turbine on the floor is inactive. Target the green-lit panel at the center of the turbine to activate it, which will send you flying upward. This turbine only stays active for a couple of seconds, so move to the perimeter of the silo to avoid falling all the way to the bottom.

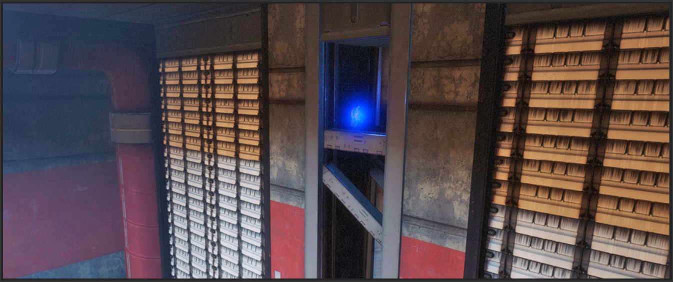


After grabbing the Pilot helmet, activate the turbine again. This time float to the opposite side of the silo to reach a lower passage. Turn to the right and engage a couple of Stalkers marching toward you. To avoid getting shot, shoot off their legs then dispatch them as they're crawling on the ground. Once the Stalkers have been eliminated, proceed into adjoining turbine room.



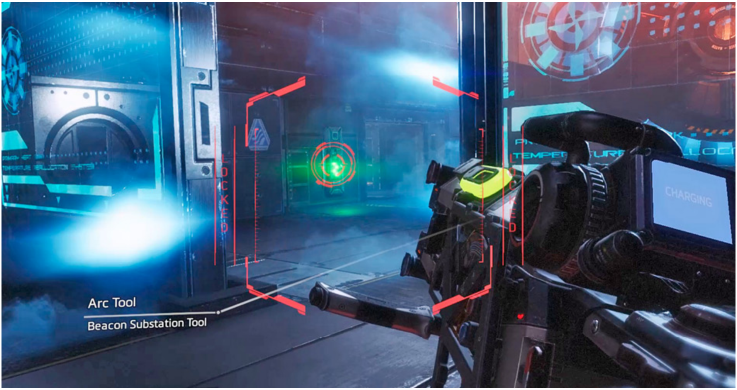
Pilot Helmet 2/11

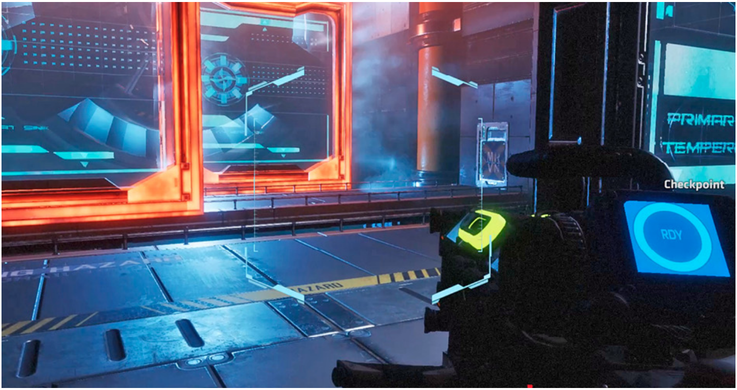
While floating high above the silo, look for this Pilot helmet resting in an alcove. It may take a few attempts to retrieve. Once you've spotted it, return to the bottom of the silo and orient yourself so you're facing the proper direction. Activate the turbine with the Arc Tool and move in the direction of the helmet while the turbine's airflow pushes you upward.



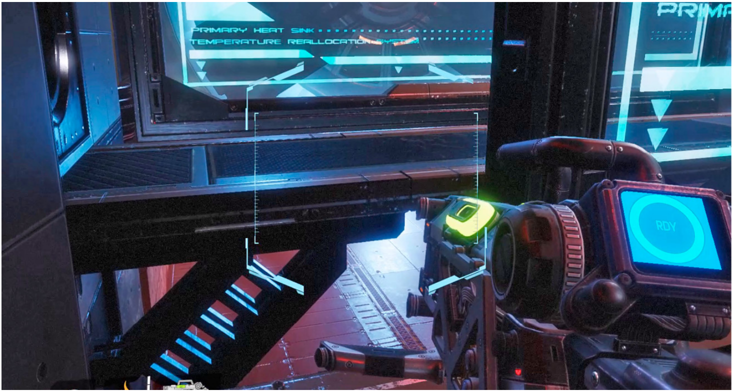
PRIMARY HEAT SINK

The transparent walls in this heat sink room block the airflow created by the turbine at the far end. While behind one of these walls you're not affected by the violent flow of air. Use your Arc Tool to raise a wall on the left side of the room by targeting the green-lit panel. Even with the new wall in place, there's still a small gap in the coverage where airflow can pass through. Sprint (don't jump) past this gap to avoid getting blown to the back of the room. Continue into the adjoining room on the left.

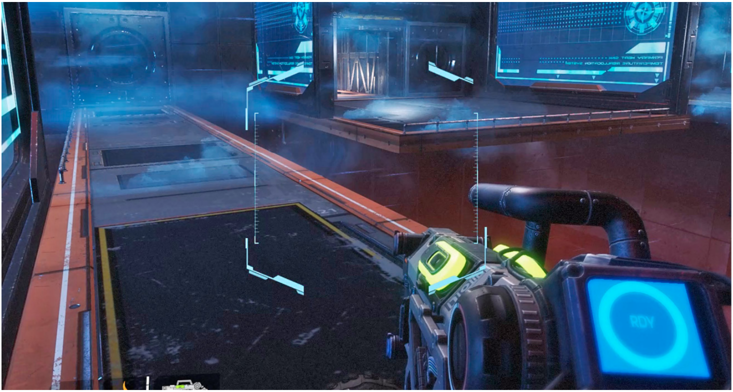




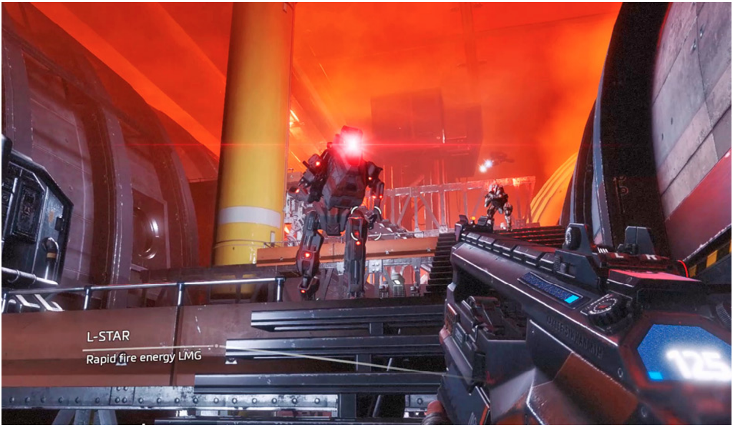
The second heat sink room presents a similar puzzle. Use the Arc Tool to raise a couple of transparent walls to restrict airflow. As you advance, keep your feet firmly planted on the floor while resisting the urge to jump. Stay behind the walls as you work your way to the exit on the left.



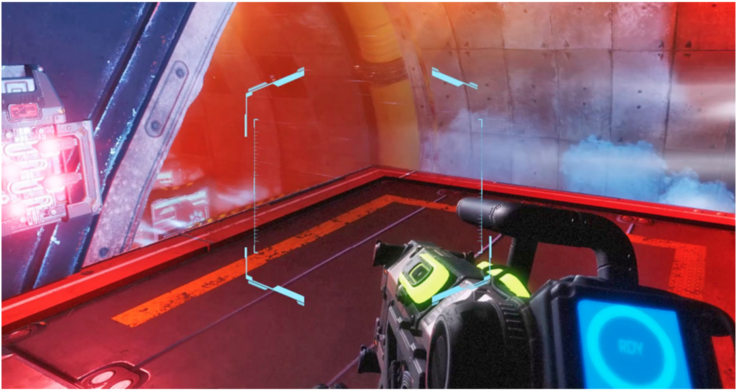
Cross a catwalk and enter the third heat sink room. Once again, use the Arc Tool to raise three transparent walls. Next, move to the far left side of the room and move toward the turbine. While you're hugging the wall on the left, you'll see a small gap in the floor. Lightly hop over this gap toward the nearby transparent wall—as long as you stay low, you won't encounter the turbine's airflow. Hop a second gap while moving along the left wall, maneuvering in the direction of the turbine. Finally, turn to your right to locate the exit. Simply walk in the direction of the exit. The airflow will catch you, but the raised walls prevent you from being tossed to the back of the room.

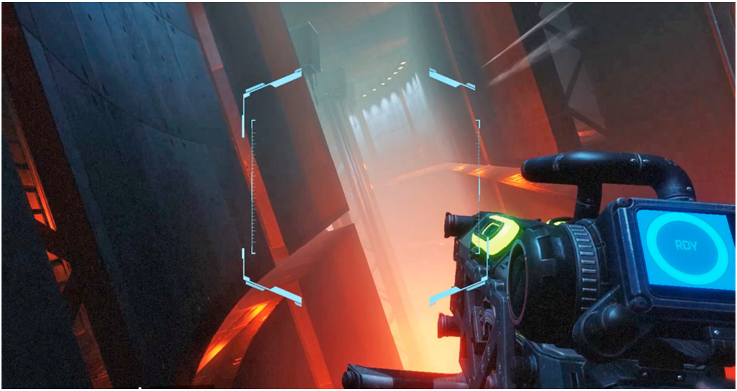


Fight your way past a Stalker and a couple of Spectres in the next room. The hostile units have a height advantage in this fight, shooting down while you try to climb the stairs. Cloak and use jumps and wallruns to flank your opponents. Don't worry about hacking the Spectres here—they won't be of much help. Climb to the top of the stairs and use the Arc Tool to open a door.

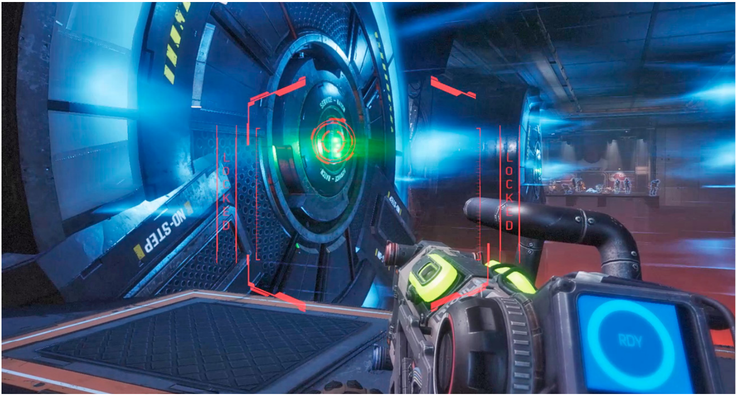


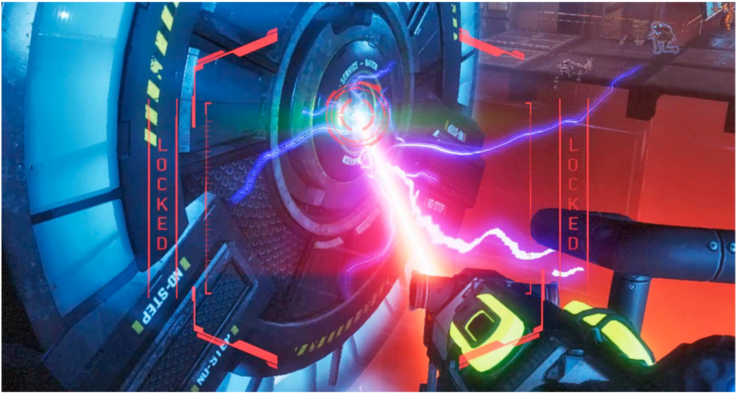
The door leads back to the third heat sink room. But this time you have access to the upper portion of the chamber. Step into the room and let the airflow carry you to a curved wall at the back of the chamber. As you make contact with the wall, you automatically initiate a wallrun—go with the flow. Continue wallrunning and jumping through this curved passage. Use double jumps as necessary to maintain proper altitude. Falling here is fatal.





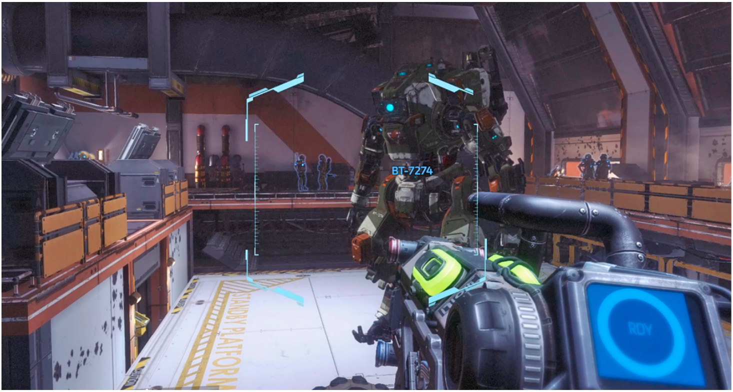
At the end of the curved passage you drop down a shaft, landing on this platform. Militia soldiers can be seen on the catwalk ahead. This is where you originally entered the substation facility. But before you can return with the Arc Tool, you have another puzzle to complete. An array of three active turbines block your path. Turn to the first turbine on the left and deactivate it with the Arc Tool. Immediately jump toward it and initiate a wallrun. Jump toward the next turbine on the right, deactivating it with the Arc Tool in midair. Wallrun across the second turbine and repeat the same steps as you jump toward the third turbine. The Militia soldiers cheer you on as you advance and make a successful landing on the catwalk. Follow Rifleman Hall back to the control room.



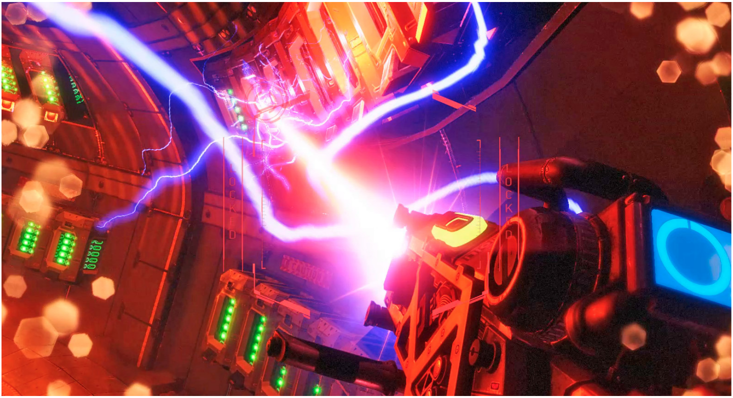


POWER RELAY

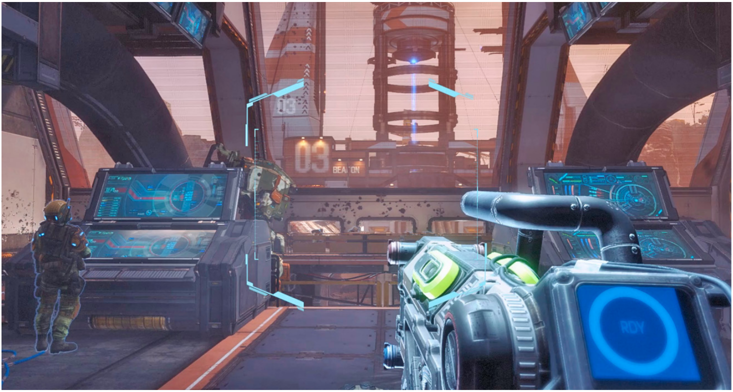
Back in the control room, the consoles are still powered down, unable to interact with the interstellar beacon. BT informs you that the power chamber relays are offline. The Arc Tool should have enough energy to jump-start them manually.



Step inside the corridor leading to the power relays. BT warns that high radiation levels are present. Your suit will only protect you for a limited time. As the door to the power relay chamber opens, step inside and immediately start targeting the green-lit relays on the outer wall with the Arc Tool. There are dozens of relays, so act quickly. Consider wallrunning along the outer wall of the chamber while activating the relays. Once activated, the relays turn red. Target any remaining green relays then exit the chamber when BT reports that power is at 100 percent.

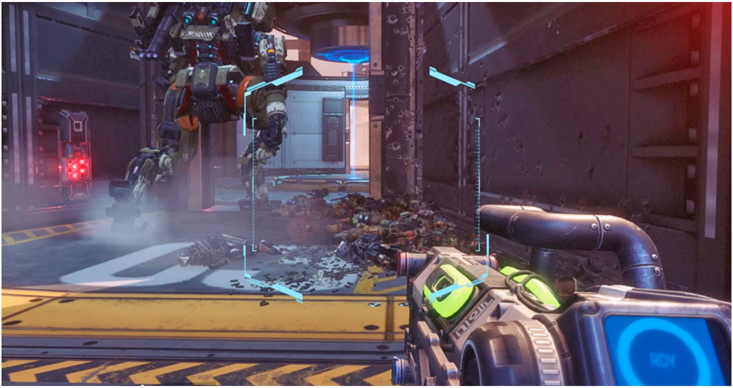


Return to the control room as the Militia soldiers attempt to power up the beacon. But something goes wrong: a fault has been detected leading to an emergency shutdown. BT sees that the uplink targeting module is offline. You'll need to repair it manually. To make matters worse, the IMC has probably detected your attempts to activate the beacon. Hop aboard BT and head toward the beacon.



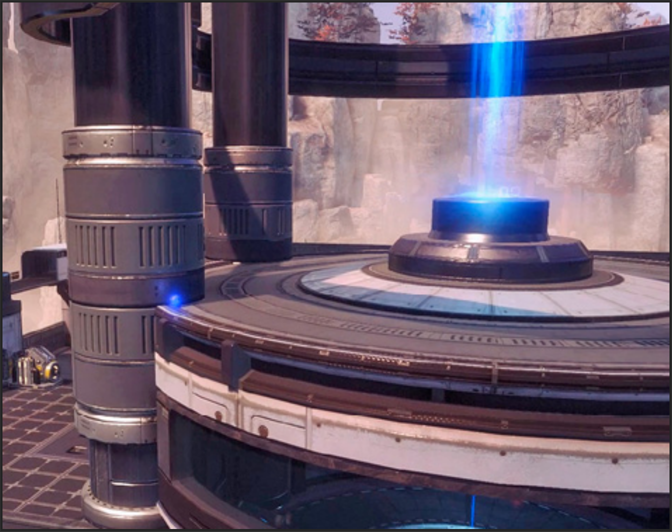
BEACON

As you near the base of the beacon, look for a green-lit panel. Hop out of BT and shoot the panel with the Arc Tool to open the door. Follow BT through the chamber and onto a platform overlooking a series of cranes. BT's scans have detected a functional targeting module in the distance. He suggests throwing you across a gap. But before you get tossed by BT, take a moment to explore the area. There are a couple of Pilot helmets nearby.



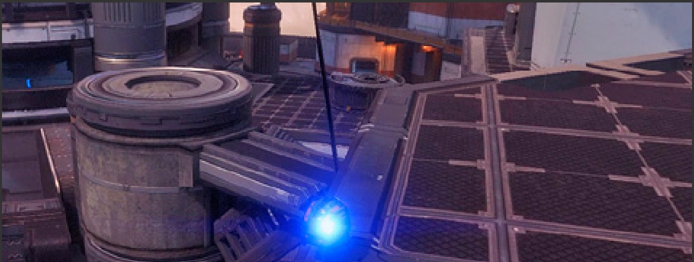
Pilot Helmet 3/11

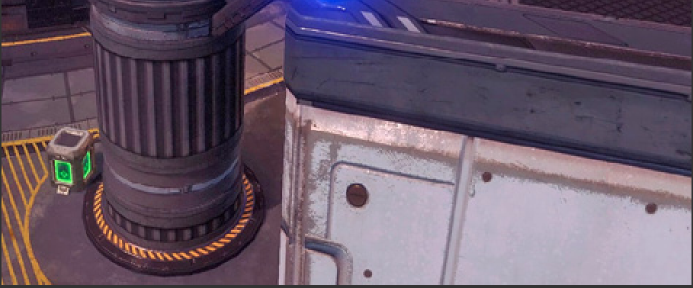
This Pilot helmet sits on the beacon's central platform. Double jump to the top of the nearby column. Next, double jump toward the central platform to collect the helmet.

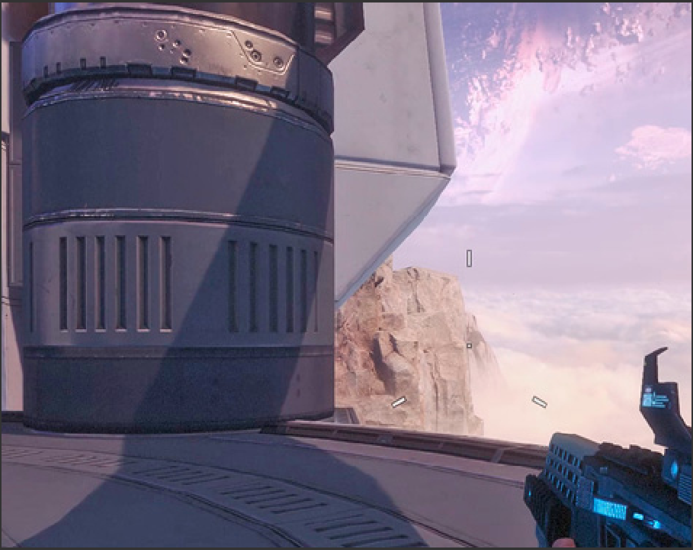


Pilot Helmet 4/11

After collecting the helmet on the central platform, turn to the left to spot the next helmet on a distant rooftop. Reaching this helmet can be a bit tricky.



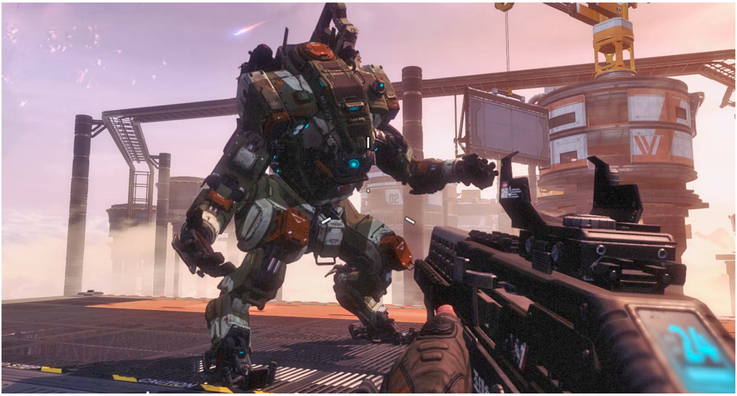


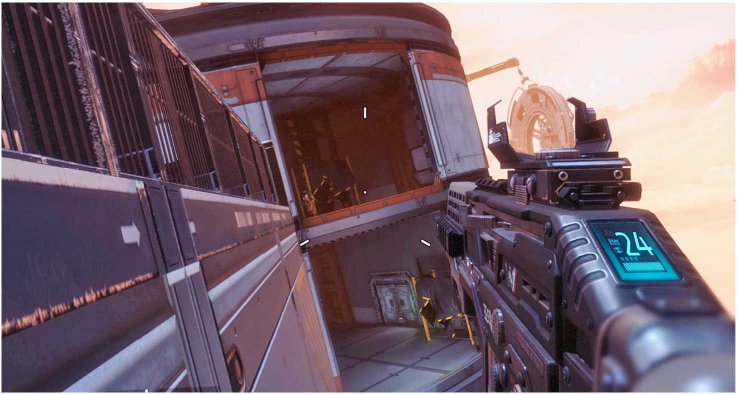


Stay on the central platform and look out toward the helmet. Take note of the gray column between yourself and the helmet. You need to reach the top of this column. Turn to the dark gray column attached to the central platform. Jump toward this column and commence a short wallrun along the right side. Perform a double jump to reach the distant column. From there it's just a quick double jump to the nearby rooftop. Grab the helmet and return to BT.

CONSTRUCTION ZONE

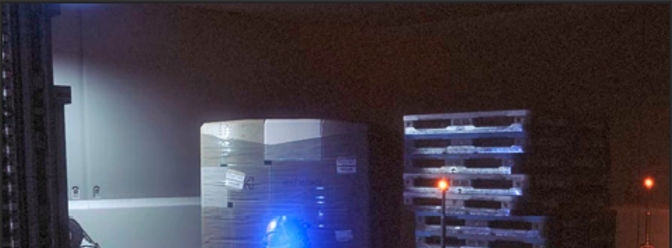
BT is waiting for you at the edge of the platform, eager to toss you across the gap toward the distant cranes. As BT grabs you, he holds you for a few seconds while he works out the calculations for this throw. When he throws you, be ready to wallrun along a panel held in place by a crane. At the end of the wallrun, hop inside the adjoining structure. Blisk can be heard over the radio ordering Richter to stop you from activating the Beacon. It sounds like you're going to have company...





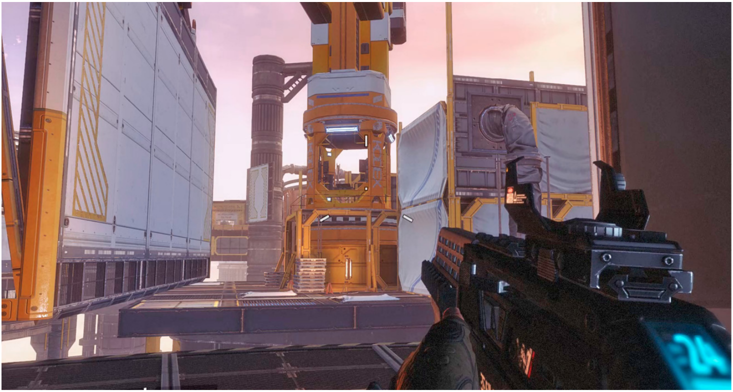
Pilot Helmet 5/11

Following BT's throw, head downstairs and use the Arc Tool to open a small storage room. Inside you'll find a weapon box and another Pilot helmet.

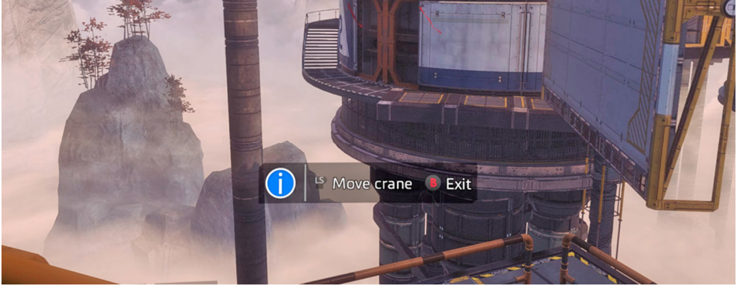


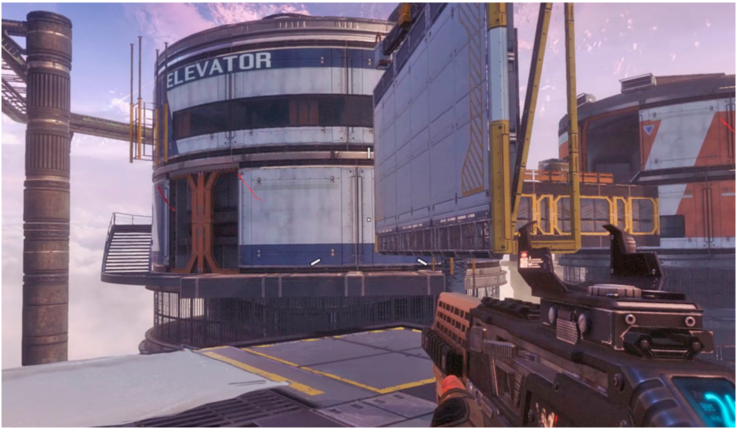
CRANE 1

Turn toward this opening and wallrun across the hanging vertical panel on the left. Jump toward the crane. On the other side, take control of the crane and rotate the panel, moving it all the way to the right. This aligns the panel with an adjacent platform, setting up your next wallrun.

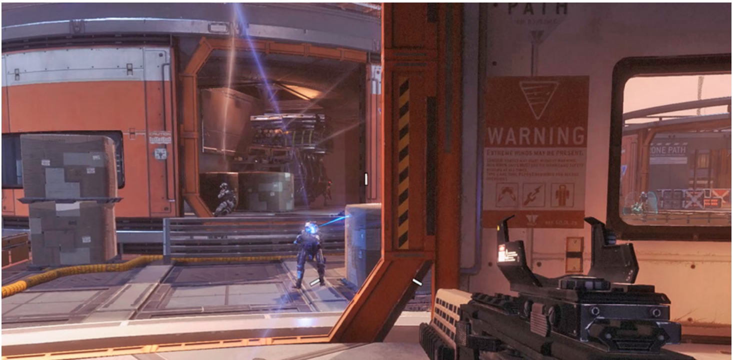


Wallrun across the newly positioned panel and leap to the next platform. BT reports that IMC dropships have entered the area; prepare for hostilities. Climb the stairs to the left and use the Arc Tool to access the structure's interior. Ascend the spiral stairs inside. Spectres and grunts can be heard patrolling outside.



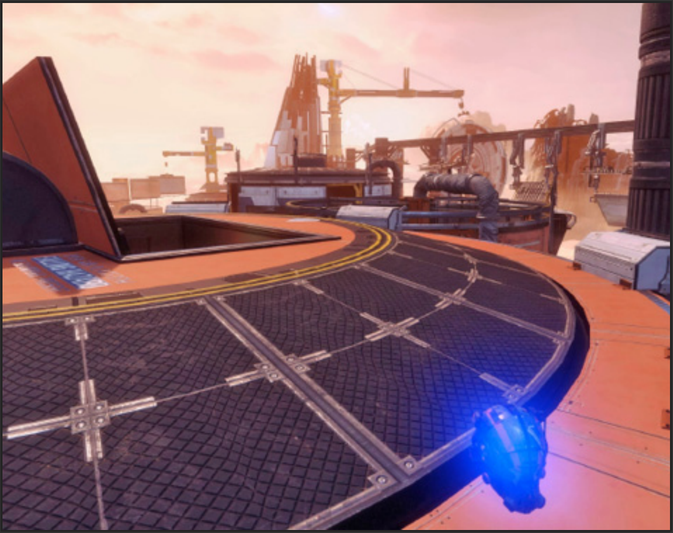


Engage the Spectres and grunts in the adjoining structure. Eliminate the grunts first, then use Cloak to sneak up on the Spectres and hack them with your Data Knife. During this fight, try to avoid eliminating Spectres whenever possible. Building a small army of Spectres divides the attention of your enemies, making it easier for you to advance unscathed.

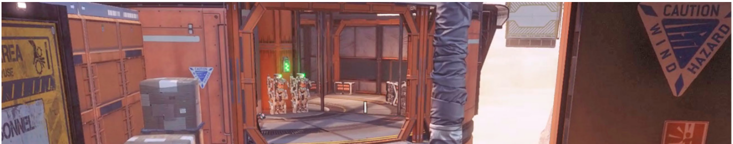


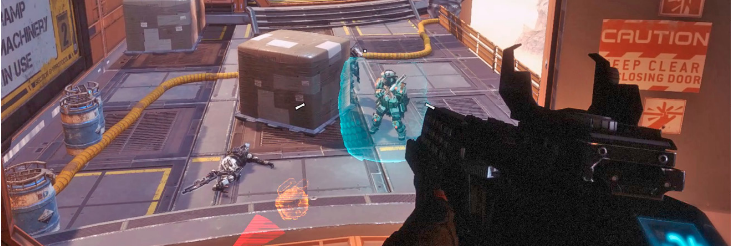
Pilot Helmet 6/11

There's a Pilot helmet on the roof of the building where you engaged the first group of grunts and Spectres. Climb the stack of crates inside to reach a hatch in the ceiling. Jump through the hatch to access the rooftop and grab the helmet.

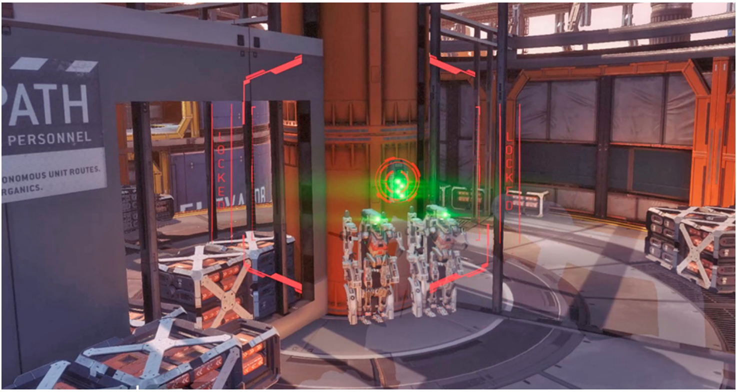


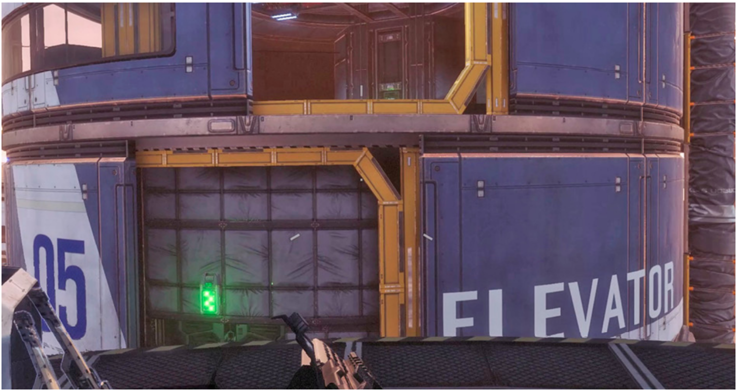
A shield captain and several Spectres wait for you on this adjoining walkway. Activate Cloak and wallrun along the wall to the left, entering the adjacent structure. Here you find two dormant Stalkers resting on a charging node. Target the green-lit panel on the charging node with the Arc Tool to activate the Stalkers. Like hacked Spectres, these Stalkers will now fight for you. Use the distraction caused by the activated Stalkers to flank the shield captain.



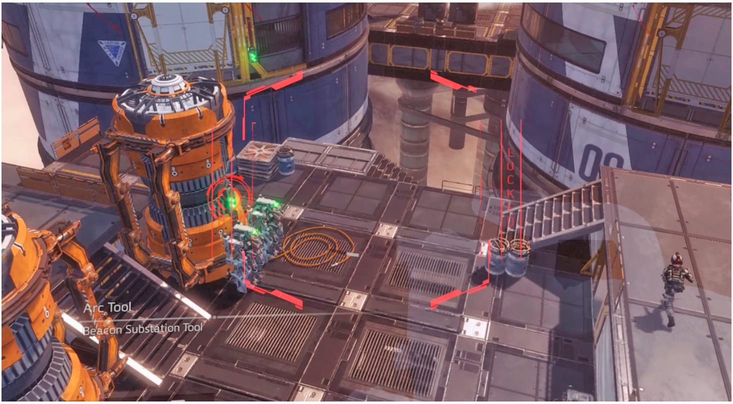


In the same structure where you activated the Stalkers, locate this opening. There are a couple of Double Take Sniper Rifles propped up against the nearby crate. Either double jump toward the next structure's upper level, or use the Arc Tool to open a door leading to the lower level. An elevator inside the structure can be used to access the upper floor.

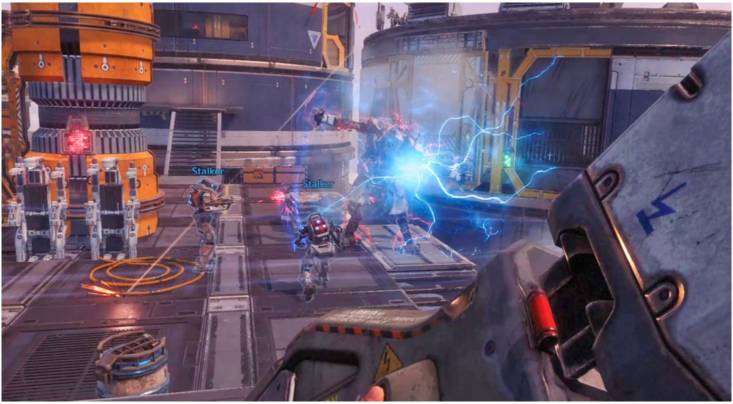




On the structure's upper floor there's a weapon box containing a Thunderbolt anti-Titan weapon. Add it to your arsenal and then turn to the nearby opening. An IMC dropship has arrived, dropping more grunts. A Reaper also drops into the area. Immediately jump out of the opening toward a pair of inactive Stalkers. While in midair, use the Arc Tool to activate the Stalkers. The Stalkers will keep the grunts and Reaper busy for a while. Activate Cloak and help the Stalkers deal with the grunts.



While the Reaper is busy fighting the hacked Stalkers, equip the Thunderbolt. This bulky weapon fires a powerful ball of electricity, ideal for taking out mechanical threats. You'll need to hit the Reaper at least three times with the Thunderbolt. Don't worry about precision; aim for the Reaper's torso to increase the chances of scoring a hit. The ball of electricity moves quite slowly, so wait until the Reaper is stationary before taking a shot. Also, keep your distance. The ball of electricity explodes upon contact, emitting arcs of electricity over a wide area. Don't expect the Stalkers to last very long. As the Reaper sets its sights on you, activate Cloak to keep your distance. Once the Reaper is destroyed, finish off any grunts in the area, including those positioned atop nearby structures.

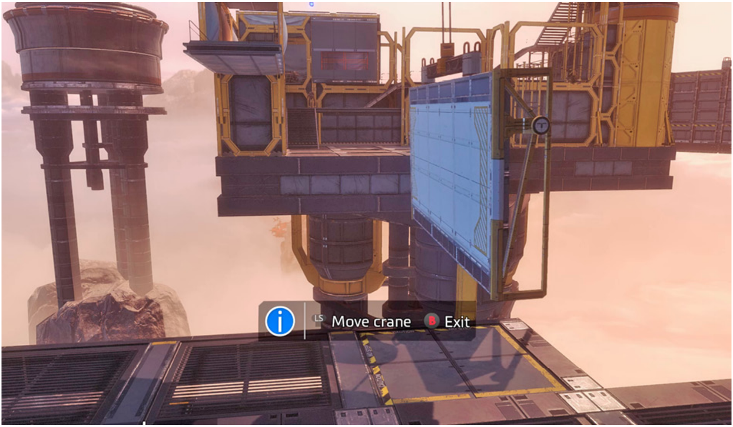


Use the Arc Tool to open a door in either of the two structures ahead. They both lead to the same location. Watch for more grunts and Spectres on the adjoining platform. As you did earlier, take out the grunts first and then activate Cloak to flank the

Spectres so you can hack them. Advance through the next structure and follow the adjoining path to another crane.

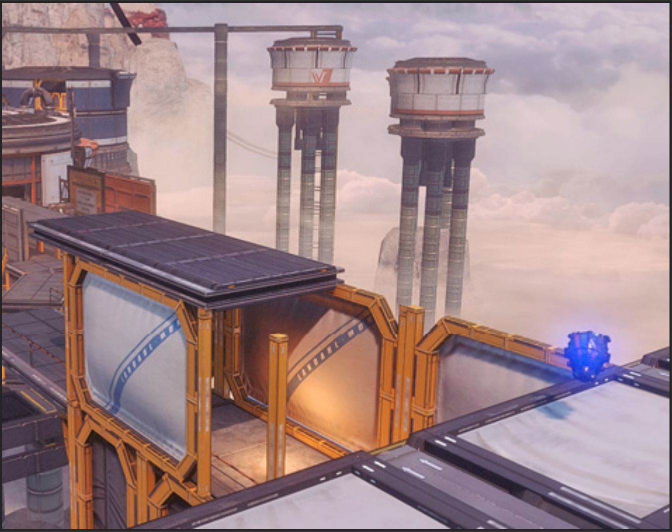
CRANE 2

By the time you reach the crane, there's a lull in enemy activity. Hop behind the controls of the crane and rotate the connected panel all the way to the left. Wallrun across this panel to reach the distant platform occupied by several Marvins. There's another crane attached to this platform. But before advancing to the crane, collect a Pilot helmet nearby.



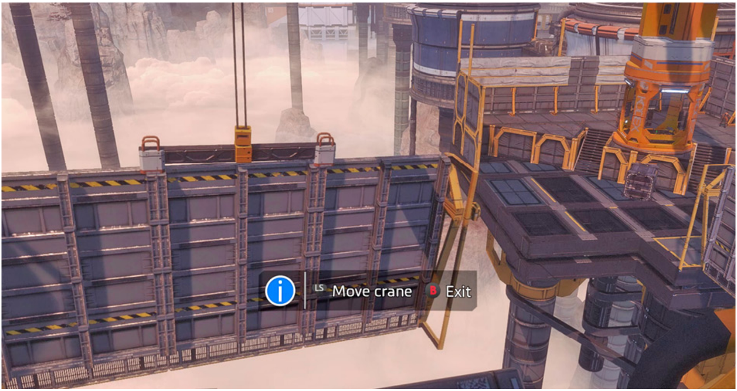
Pilot Helmet 7/11

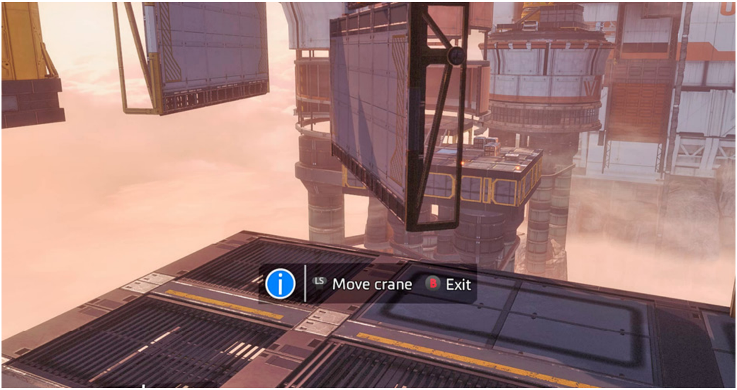
This helmet is located on the white rooftop, not far from the third crane. The roof can be accessed with a simple double jump.



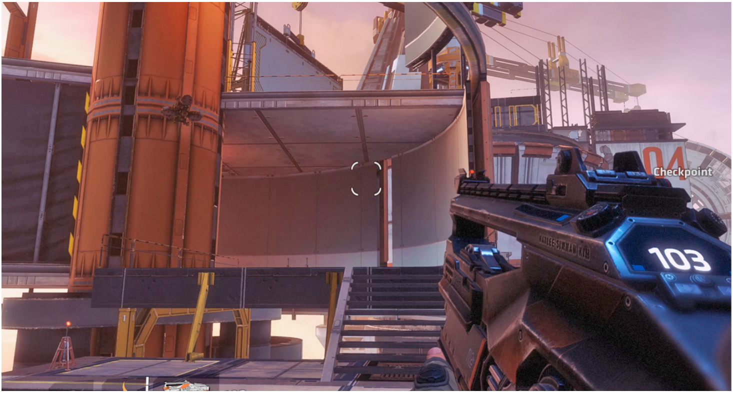
CRANE 3

Step behind the controls of the third crane and rotate the connected panel all the way to the right. Now, return to the second crane, wallrunning along the panel you rotated earlier.

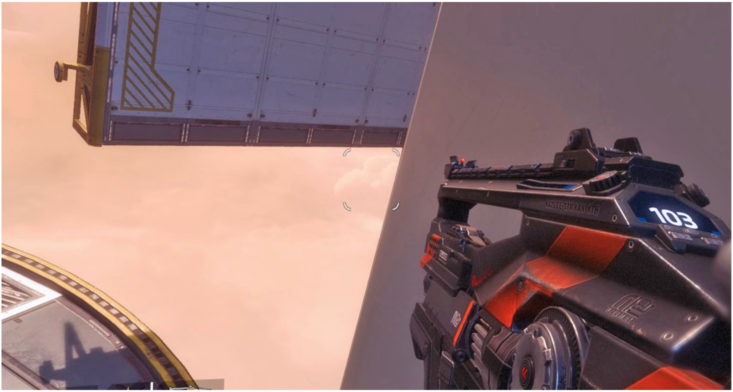




Back at the second crane, rotate the connected panel all the way to the right. By rotating the panels into this configuration you've established a wallrun path leading to the next platform. Wallrun across these panels and then leap to the distant platform.

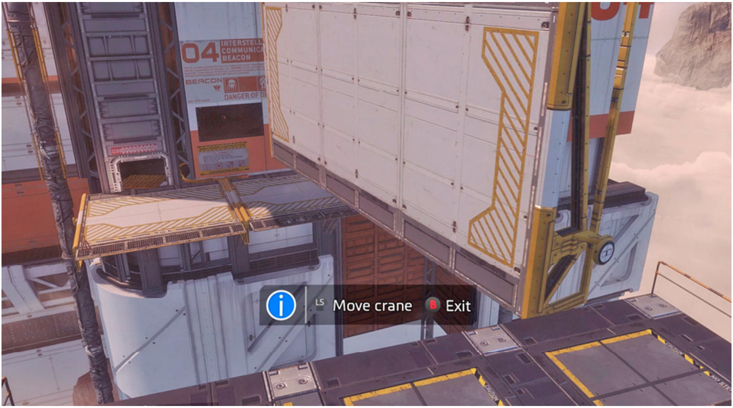


The cylindrical structure on this platform is incomplete—part of the floor is missing. Wallrun along the curved interior wall to corkscrew your way to the top. On the roof, a hanging panel serves as your path to the next crane. This panel is too high to reach with a stationary double jump. So take another lap around the structure's interior wall to build up momentum and altitude. As the hanging panel comes into view, double jump toward it. Wallrun along the panel and jump toward the next crane.



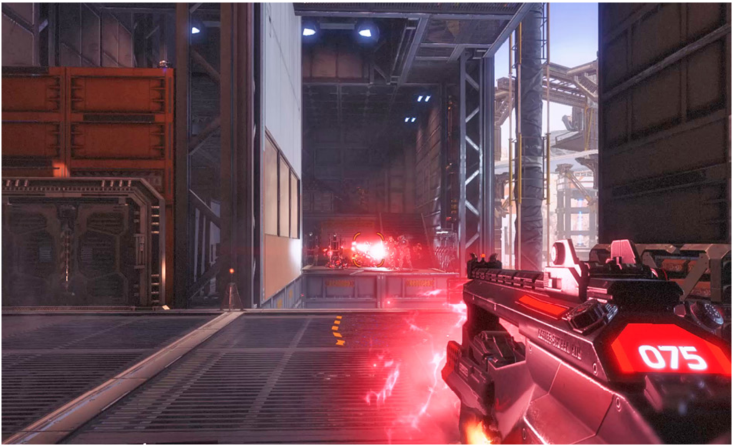
CRANE 4

As you land near the base of the crane, your radio picks up enemy chatter. More hostiles are headed your way. Take control of the crane and rotate the panel you just crossed. Rotate it to the right to create a wallrun path to the next structure.



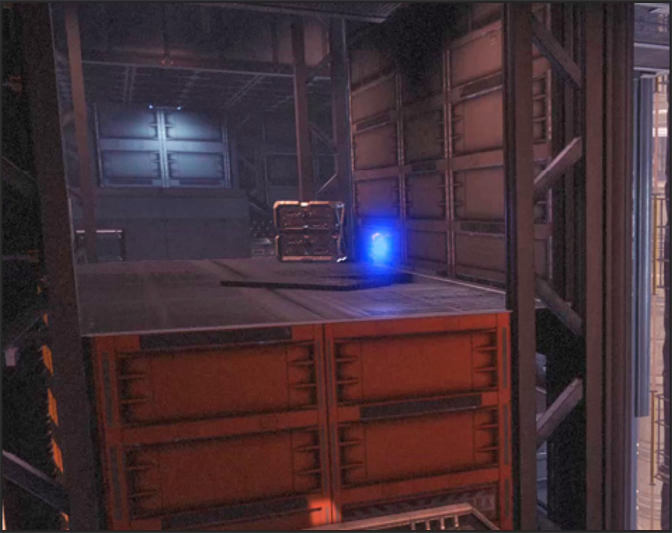
Complete the wallrun and step inside the structure, immediately turning to the doorway on the right. Here, you come under attack by several Stalkers and grunts. Attack the Stalkers aggressively. Try to hit a Stalker's red "backpack" to set off an explosion. Duck in and out of the doorway while engaging these threats.

Climb a series of stairs, passing a couple of Marvins along the way. More grunts and Stalkers seek to block your path on the upper floor. Fight your way past these enemies. Use Cloak to conceal your movement, then flank. If you have any Ticks, deploy one to serve as a temporary distraction. When the upper floor is clear, use your Arc Tool to open a door.



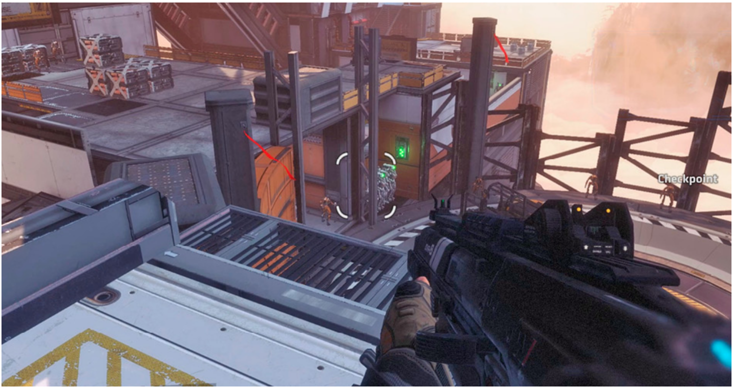
Pilot Helmet 8/11

After confronting the grunts and Stalkers, grab this Pilot helmet located above the closed door to the left. You can reach it with a double jump. There's a weapon box containing Ticks in the corridor beneath the helmet. This passage can be accessed from the other side.



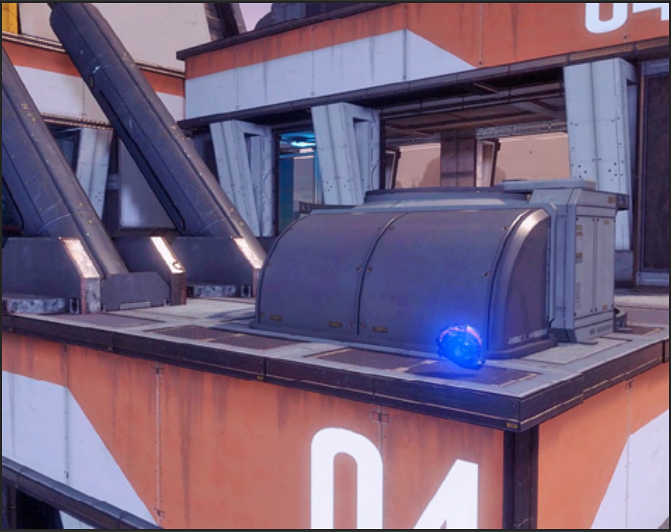
DISH

BT has detected an uplink targeting module on the nearby dish. Before making a move for the module, explore the facility below and activate the dormant Stalkers using your Arc Tool. There are three Stalker charging nodes here, allowing you to activate a total of six Stalkers. These Stalkers will help distract IMC reinforcements heading to your location. There's no need to rush at the moment, so take some time to fully explore this area while advancing toward the dish's control room.



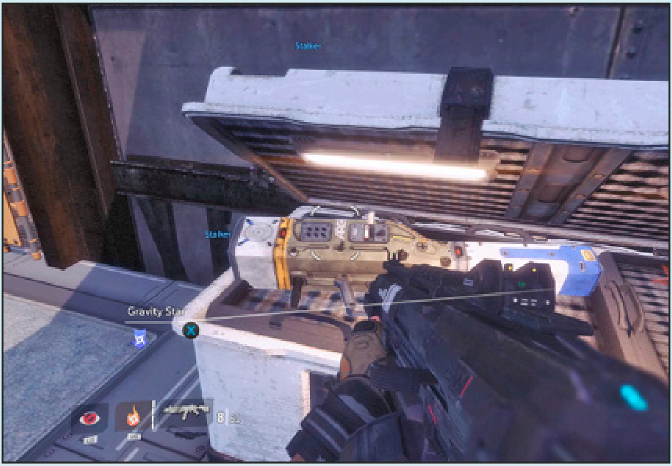
Pilot Helmet 9/11

Before entering the dish's control room, step out onto this rooftop. The Pilot helmet is located on the corner of the roof.

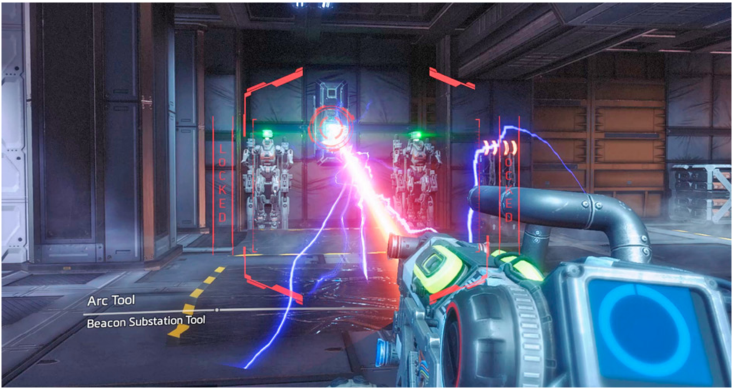


THUNDERBOLT

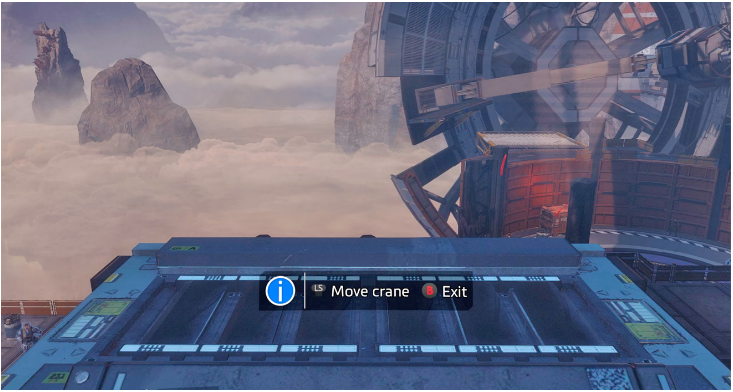
While activating the Stalkers, look for this weapon box near the control room. It contains a Thunderbolt anti-Titan weapon and Gravity Star Grenades. Consider adding the Thunderbolt to your arsenal, especially if you've already ditched the earlier one. The Thunderbolt will come in handy for the fight against the incoming Reaper.



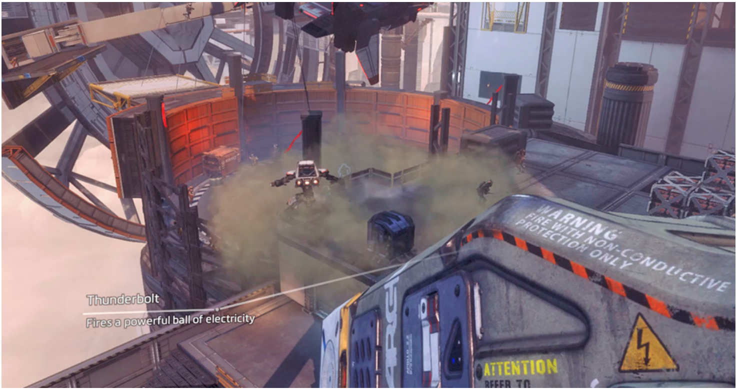
Take control of the dish's controls and move it to the far right, as instructed by BT. This puts the dish within reach of a platform you can use to gain access. As you move the dish into position, you intercept communications between Richter and IMC forces (Richter is another one of Blisk's mercenaries). The IMC have requested backup at the dish. Get ready for company.

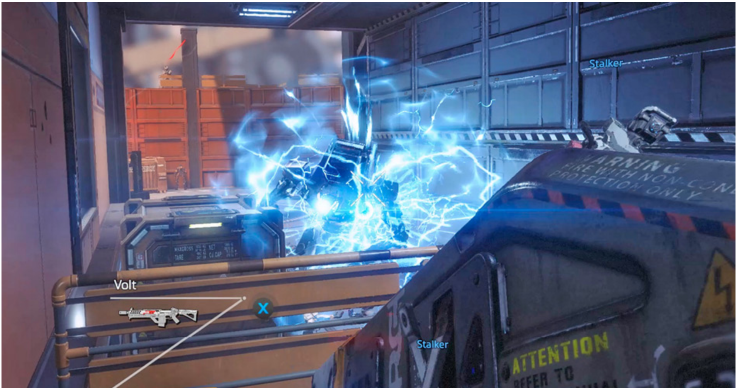


Within seconds, an IMC dropship arrives, deploying grunts near the dish. They're joined by a Reaper dropping down from the sky. Fortunately, the six Stalkers you activated earlier waste no time responding to the attack. Equip the Thunderbolt or Gravity Star and immediately take aim at the Reaper while it's distracted. The Reaper has no problem crushing your Stalkers, so act quickly before your little army is destroyed. Be prepared to hit the Reaper with three direct hits—less if your Stalkers have dealt some damage. Also, watch out for Ticks deployed by the Reaper. Try to stay outside where you have room to maneuver and escape. Once the Reaper is down, turn your attention to the grunts scattered around the dish.

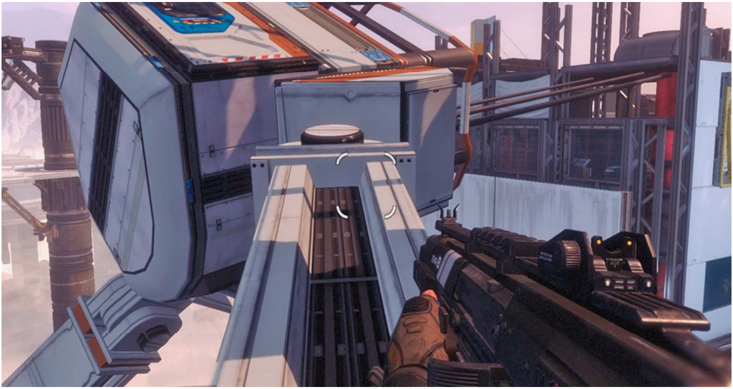


After eliminating the IMC reinforcements, head for the dish. Hop onto a platform on the left side of the dish and then jump onto a horizontal arm extending toward the dish's projector, at the center. Interact with a hatch on the projector to remove the uplink module. This module can be used to repair the interstellar beacon.


Thunderbolt
Fires a powerful ball of electricity
WARNING
FIRE WITH NON-CONDUCTIVE PROTECTION ONLY
ATTENTION
REFER TO



Once you've acquired the module, the dish's projector automatically retracts, putting you within reach of a distant platform occupied by a Marvin. Sprint and double jump toward the platform to clear the gap. Continue your advance, using wallruns and jumps to reach the distant platform.



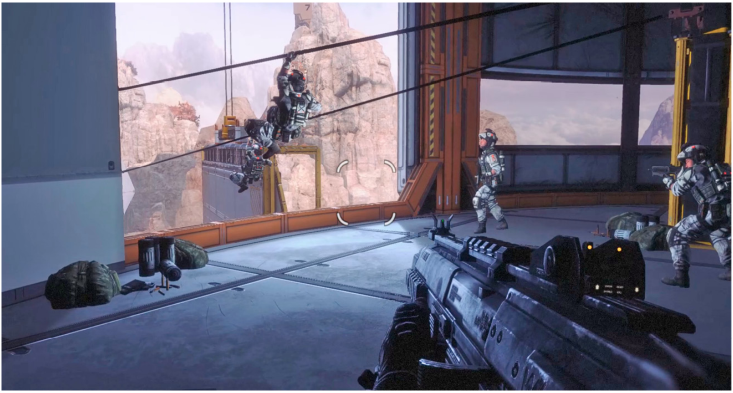
On the next platform, use the Arc Tool to lower a panel on the left. Wallrun and jump across this series of three panels to access the next platform.

LOCKED
LOCKED
CAUTION
NO STEP
Checkpoint
Arc Tool
Beacon Substation Tool

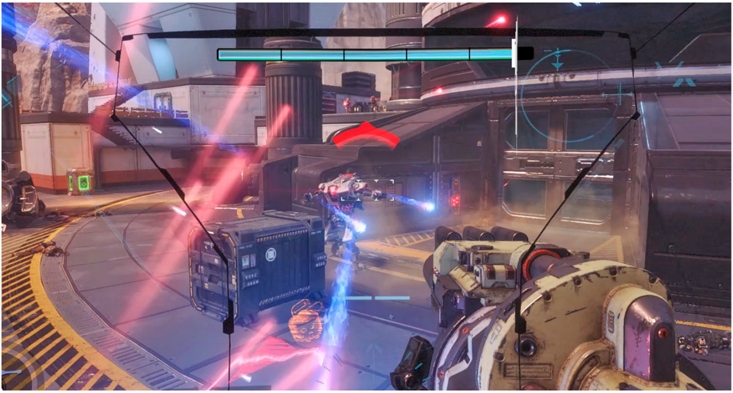
03
LOCKED
LOCKED

Keep the Arc Tool equipped as you approach the next series of panels. Target the green-lit panels to rotate these panels into horizontal and vertical positions. Run across the horizontal panels and wallrun across the vertical panels while advancing back toward the Beacon. In some instances you will need to use the Arc Tool while wallrunning, so keep it equipped at all times. After performing the final wallrun, double jump toward the distant structure. BT reports that anti-Titan squads have been deployed at his location and he needs assistance.

Upon landing, climb the stairs to the right and enter the structure. Inside, continue your climb to the top floor. This area is occupied by several grunts; they're focused on a zipline leading toward the beacon. Take down the grunts before they have a chance to retaliate and then use the zipline to rendezvous with BT back at the beacon. As you near the beacon, jump off the zipline and immediately hop inside BT's cockpit.

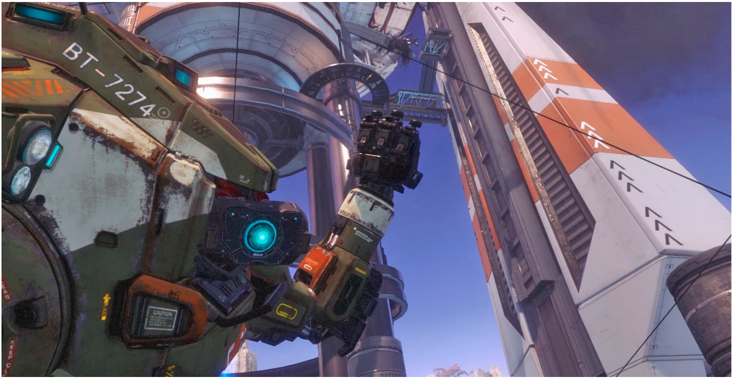


BT is under attack by a Reaper, as well as several Stalkers and grunts. Focus on the Reaper first, smacking it with the Ronin Loadout's Leadwall and broadsword. Next, focus on the Stalkers and grunts. For the enemies on the ground, crush them with BT's feet. The grunts on the nearby rooftops and catwalks are easily eliminated with BT's weapons. Once again, the Expedition or Brute Loadout's Multi-Target Missile System is ideal for taking out multiple threats.

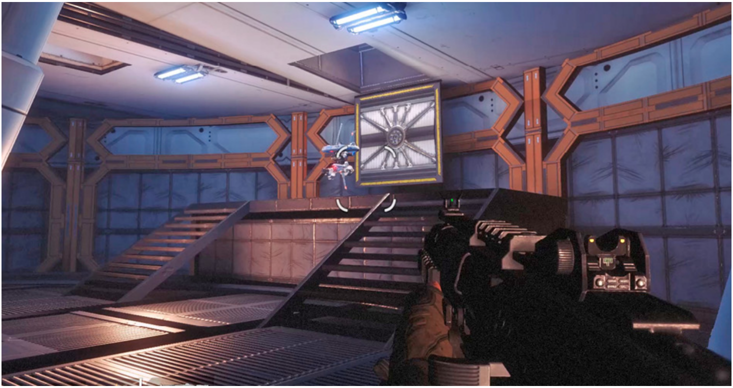


BEACON DISH

Once BT reports the area is clear, disembark. Now it's time to install the uplink module. The module must be installed in the dish high above. BT suggests that a throw, followed by additional climbing, is necessary for you to reach the dish. Move into BT's waiting hand and let him toss you toward a catwalk high above. Upon landing, step onto an adjoining catwalk to the left and then double jump toward a set of stairs.

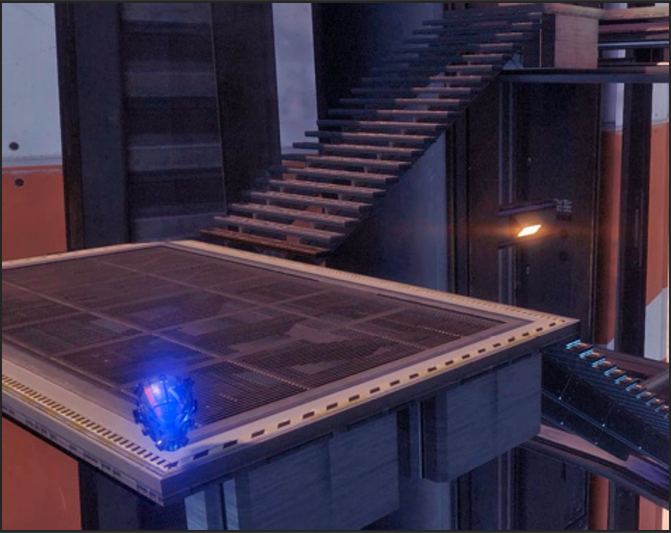


At the top of the stairs, double jump through a rectangular opening of a cylindrical structure. Once inside, turn to the right and engage a drone as it descends through a hatch in the ceiling. Once the drone is down, hop through the same hatch through which it descended.



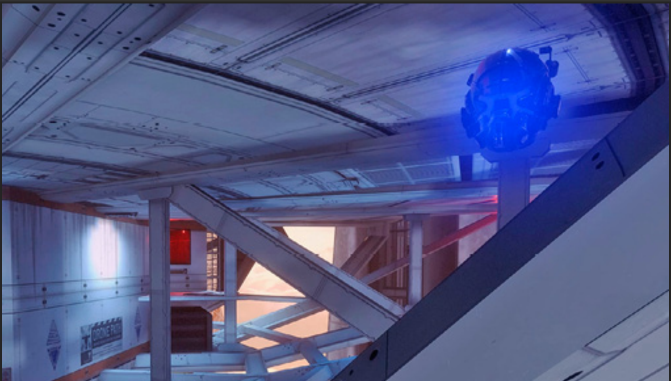
Pilot Helmet 10/11

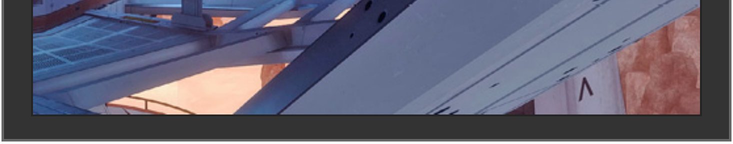
While ascending the stairs, collect this Pilot helmet resting on one of the landings—it's impossible to miss.



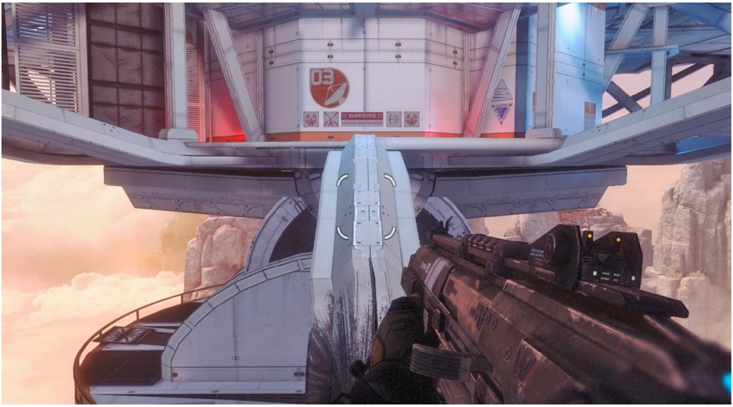
Pilot Helmet 11/11

Once you're beneath the dish, turn right to locate the level's final Pilot helmet, which you'll find resting on a support beam. Carefully walk across the beam to collect it.

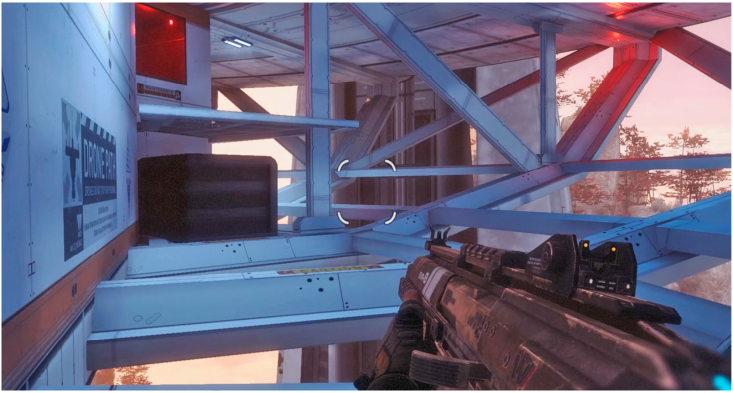




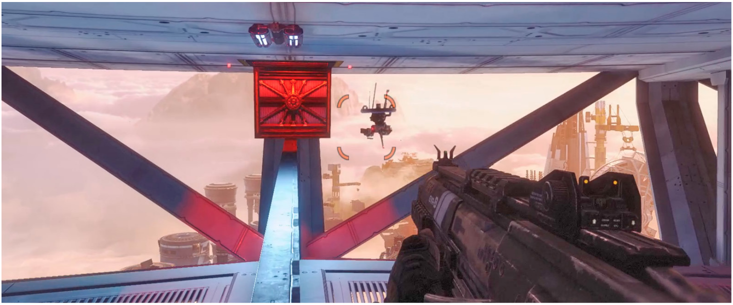
Up top you intercept a radio conversation between Blisk and Slone, another one of Blisk's mercenaries. Slone reports that Kane and Ash are dead. Realizing you're probably listening in on Kane's radio, Blisk dishes out some taunts. While listening to Blisk, climb the nearby staircase. The stairs lead to a landing within jumping range of the dish's underside. Jump toward an outstretched damaged beam and follow it beneath the dish.



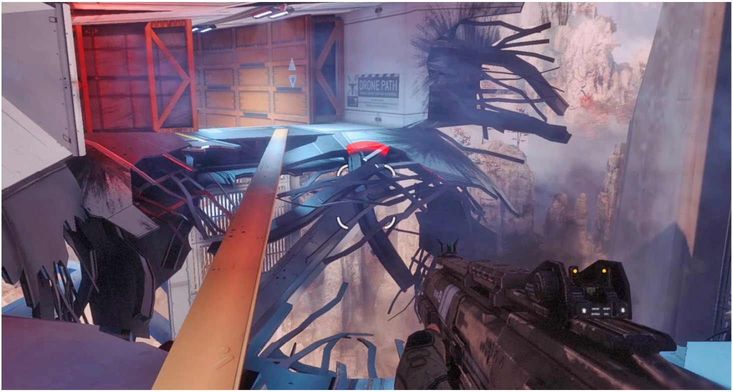
Continue moving along the catwalk beneath the dish. Wallrun along the interior wall (to the left) to cross a gap in the catwalk's floor. Watch out for a drone emerging from a red-lit maintenance duct. After taking out the drone, crawl through the duct from which it emerged.



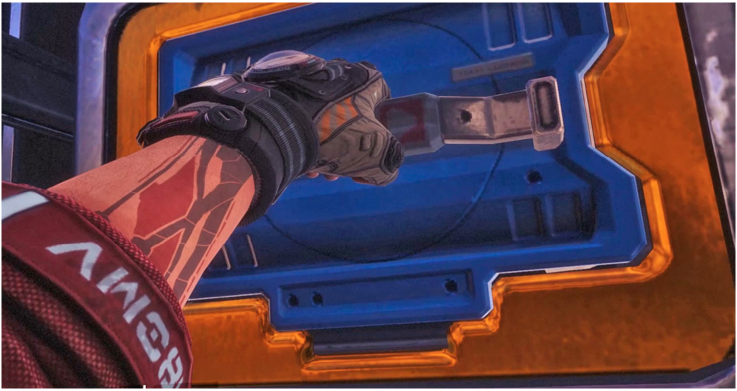
As you emerge from the duct, engage a couple of more drones near a red-lit hatch. Move laterally to dodge their incoming plasma bolts. When the drones have been destroyed, jump up through the hatch.



This corridor beneath the dish has been damaged. Wallrun along the exterior wall to cross a gap in the floor. Just ahead, a huge section of the floor has been completely destroyed. A single beam is the only path across this gap. But before crossing, watch out for a drone lurking below. Lure the drone out by peeking over the edge. Destroy the drone, and then carefully cross the narrow beam. Beyond the beam perform another wallrun and then enter a hatch in the ceiling.



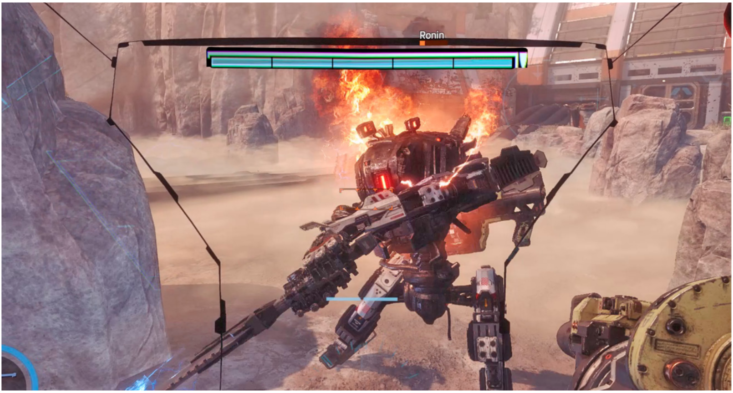
Finally atop the dish, approach the projector and install the new uplink module. BT warns that the dish will automatically reorient itself once the module is installed. Just as BT predicted, the dish tilts, causing you to slide off the edge. Fortunately, BT has prepared for this outcome and catches you before you plummet off the edge of the beacon platform. At least you don’t have to climb down. Captain Cole reports that the beacon is now online, and he requests your presence in the control room.



Reunited with BT, advance toward the control room with the Ronin Loadout equipped. In a last-ditch attempt to stop you from contacting the Militia fleet, Blisk orders Richter to eliminate you. In turn, Richter deploys several Reapers with orders to kill you and the Militia troops in the control room. Attack the Reapers aggressively, using Ronin's Phase Dash to rush them while swinging the broadsword and firing the Leadwall Shotgun. Each destroyed Reaper drops a battery. Collect the batteries to repair any damage to BT's armor.

Objective
Eliminate all IMC threats.

Defeating the Reapers prompts Richter to send in a couple of Titans: a Brute and a Ronin. Consider switching to the Tone Loadout and deploying a Particle Wall. This allows you to retaliate without worrying about dodging incoming rocket attacks from the Brute. Try to isolate and destroy the Brute first before the enemy Ronin moves into close range. Consider switching back to the Ronin Loadout when confronting the enemy Ronin. In this even showdown, stay mobile using Dashes and Phase Dash to avoid the enemy Titan's attack. Also, don't forget to use Sword Block to absorb melee attacks, particularly if the enemy Ronin deploys Sword Core. If necessary, hide among the rocks to recharge your shields before resuming the fight.



Boss Battle: Richter

Faction: Apex Predators

Role: Core Mercenary subcontracted by Blisk to hunt and destroy Militia Titans.

Age: 28

Skills: Direct-action raids and piracy against heavily armored convoys.

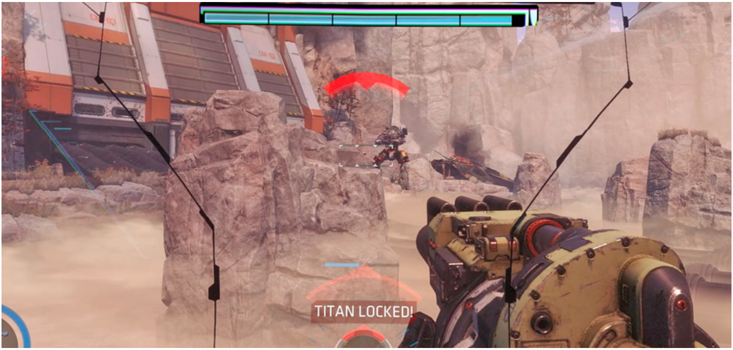
Personal Titan: Tone

History: Richter is unrefined. He loves to relentlessly verbally taunt and intimidate opponents into making mistakes during Titan battles, telling unnerving tales in German with a bit of English sprinkled in, borderline non sequitur style.

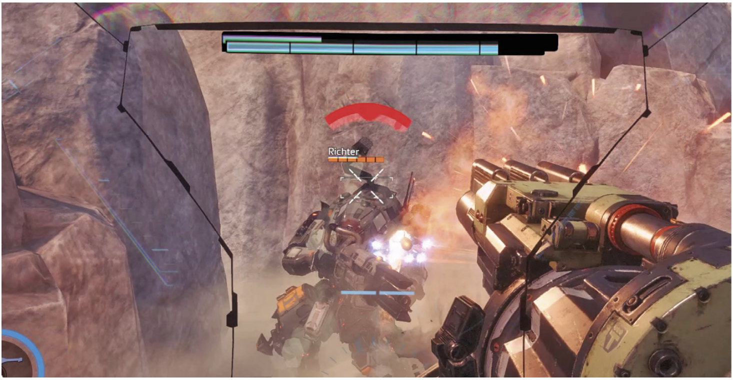
“War ist ein Spiel of the winners und the dead.” – Richter

Now that you have wiped out his Reapers and Titans, Richter has no other option than to deploy himself. His Titan comes rocketing down, landing a few meters away. Richter is equipped with a Tone Titan, so expect a standoff approach as he attempts to dish out damage from long range. Equip the Ronin Loadout and take the fight to him, forcing Richter to fight at close range.

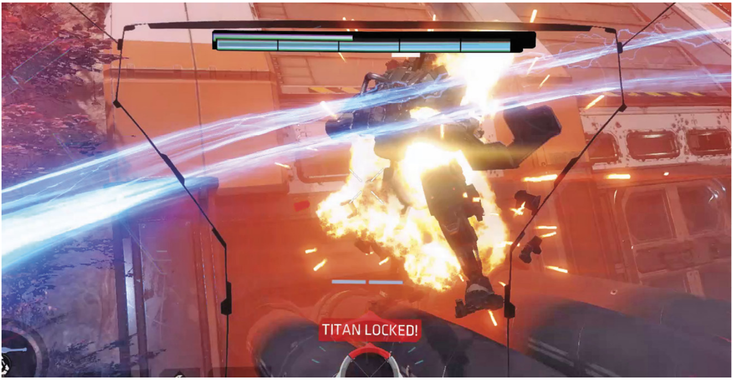
Richter’s 40mm Tracker Cannon and Tracking Rockets pose a constant threat during this battle. To avoid getting hit, use the various rocks for cover. If you stay motionless behind a rock, Richter may move in to investigate. When there’s no cover, use the Ronin Loadout’s Sword Block to absorb damage. There are multiple battery crates located near the control room. Acquire the batteries within if you take heavy damage during the fight.



Try to lure Richter into the foggy terrain where you can use the rocks to stage “hit and fade” attacks. Circle strafe around the rocks in an attempt to flank him. But don’t prolong the battle too long. Like the other bosses, Richter’s Titan is equipped with shielding. If his Titan doesn’t sustain consecutive hits, the shield will slowly recharge. So keep hitting him repeatedly to keep his shields down. While the shields are down, you continually deal permanent damage to his Titan’s armor.



If you didn't use BT's core ability in earlier fights, consider putting it to use now. The Ronin Loadout's Sword Core ability can eliminate Richter on its own. But you need to get close before you start swinging the broadsword. Use Dashes and Phase Dash to quickly push forward, backing Richter up against the wall of the control room. One swing of Sword Core is enough to drop Richter's shields. Each landed strike knocks back his Titan, leaving him open to subsequent hits. Continue with sword strikes until Richter's Titan explodes.



CONTACT

Once Richter has been defeated, return to the control room while Captain Cole's men prepare to contact the Militia fleet. BT commences the transmission of data revealing the IMC's plans to attack Harmony with the Fold Weapon.

Responding to BT's report, reinforcements arrive at the beacon facility shortly after the transmission. Commander Sarah Briggs is happy to see BT, but seems confused as to why BT is linked to a common rifleman. She offers to transfer a qualified Pilot to BT, but BT protests, stating Jack Cooper is his Pilot. Given the current situation, Commander Briggs doesn't have much of a choice; she approves your promotion to Pilot. Your scan data of the Ark has proven invaluable. The Militia have tracked the Ark's energy signature to an IMC base on Typhon. But there isn't much time.

Sarah Briggs

Faction: Marauder Corps

Role: Commander of the Marauder Corps

Age: 32

Skills: Master level combat Pilot. Specializes in covert operations against the IMC.

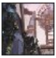
History: As a child, Sarah lost several close members of her family to incidents in which the IMC displaced Frontier citizens by force. As a result, she vowed to take revenge on the IMC at every possible opportunity, refusing to rest until they have been removed from the Frontier.

For most of her career, she served in Covert Operations for the Militia, before moving into the command ranks of the

Militia's Marauder Corps. Her long list of successful attacks on IMC installations landed her on the IMC's High Value Target List, where she remains listed as one of the fifty most dangerous Militia operatives still at large.

The rapid growth of the Militia after the Battle of Demeter has triggered recent changes in the Militia's command structure. One of these changes was the creation of the Militia's elite unit, the Special Recon Squadron, headquartered on Harmony. Sarah commands one of several "Corps" within the SRS: the Marauder Corps.

ACHIEVEMENT AND TROPHY CHECKLIST

IMAGE	NAME	DESCRIPTION
	Unlicensed Nuclear Accelerator	Find the Arc Tool (Secret)
	Calling CQ	Power the Beacon (Secret)
	Pied Piper	Use the Arc Tool to activate a Stalker rack (Secret)
	Robot Army	Acquire 6 or more friendly Stalkers at the same time in the Campaign
	4 Bars	Retrieve a working Uplink Module (Secret)
	I Have the Power!	Destroy a Titan with your Sword Core in the Campaign
	See You at the Party	Defeat Richter (Secret)

TITANFALL 2

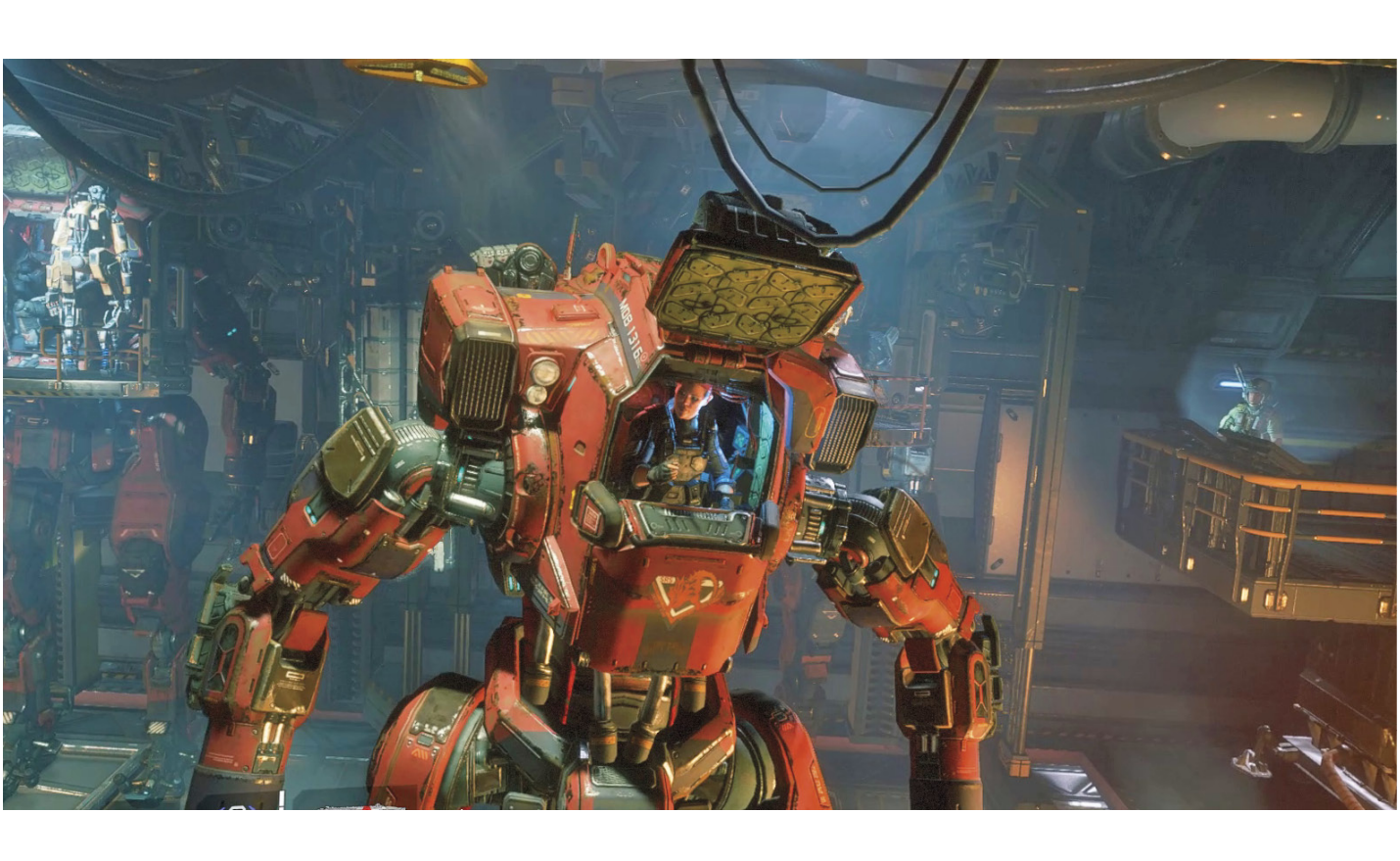
Trial by Fire

IMC Airbase

COOPER'S LOGBOOK

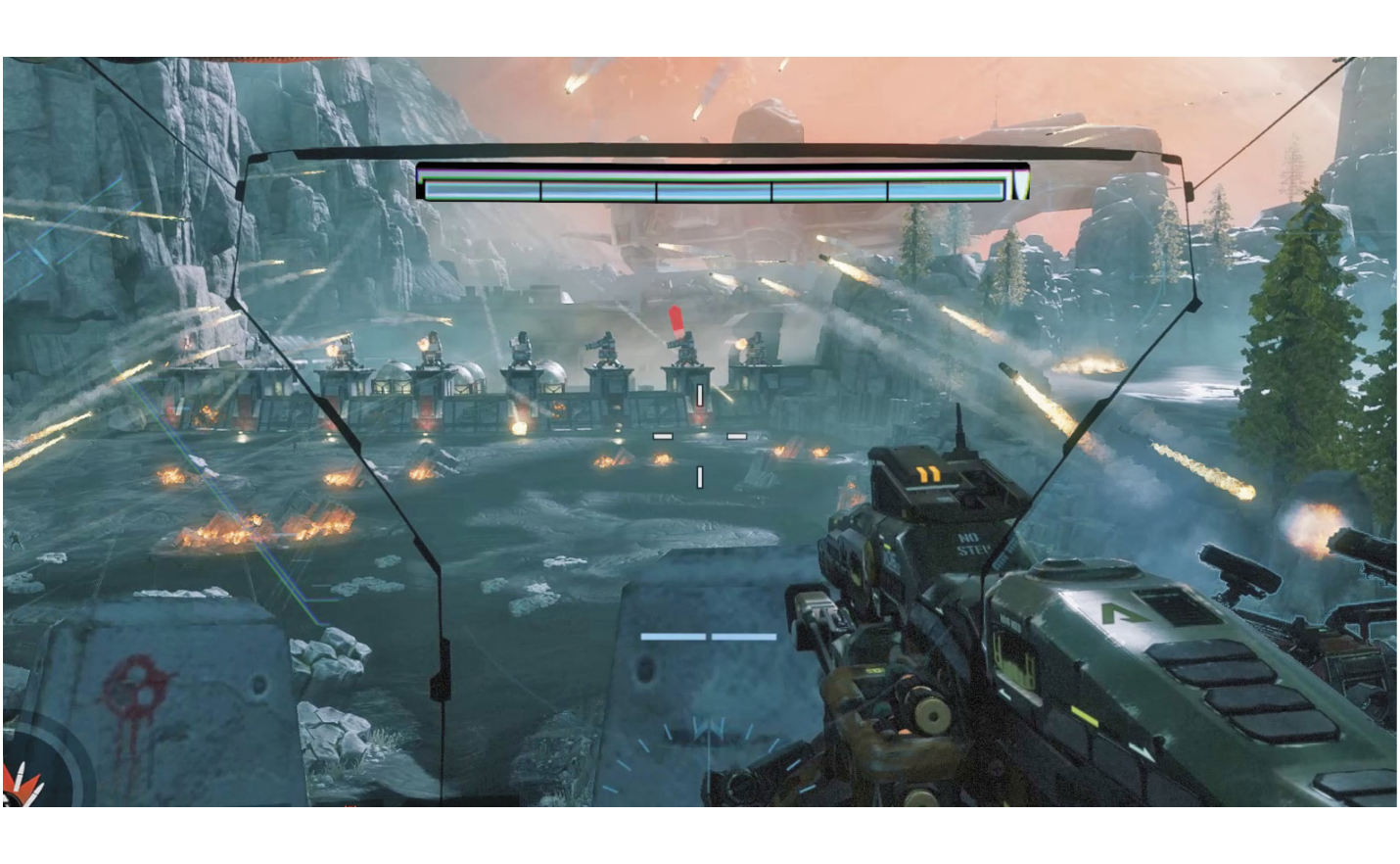
Inserttexthere BT and I have rejoined with the survivors of the 9th Militia Fleet. Commander Sarah Briggs is leading our mission to intercept the Fold Weapon's power source—the Ark. I guess the scan data I got from it paid off. We were able to track and pinpoint the Ark's location on Typhon to an IMC air base.

Commander Sarah Briggs is leading the mission to retrieve the Ark, traced to an IMC air base on Typhon. Listen to her briefing. Your objective is to acquire the Ark before it leaves the air base and is installed in the IMC's Fold Weapon. Prepare for Titanfall as BT and several other Militia Titans rocket down to the surface.

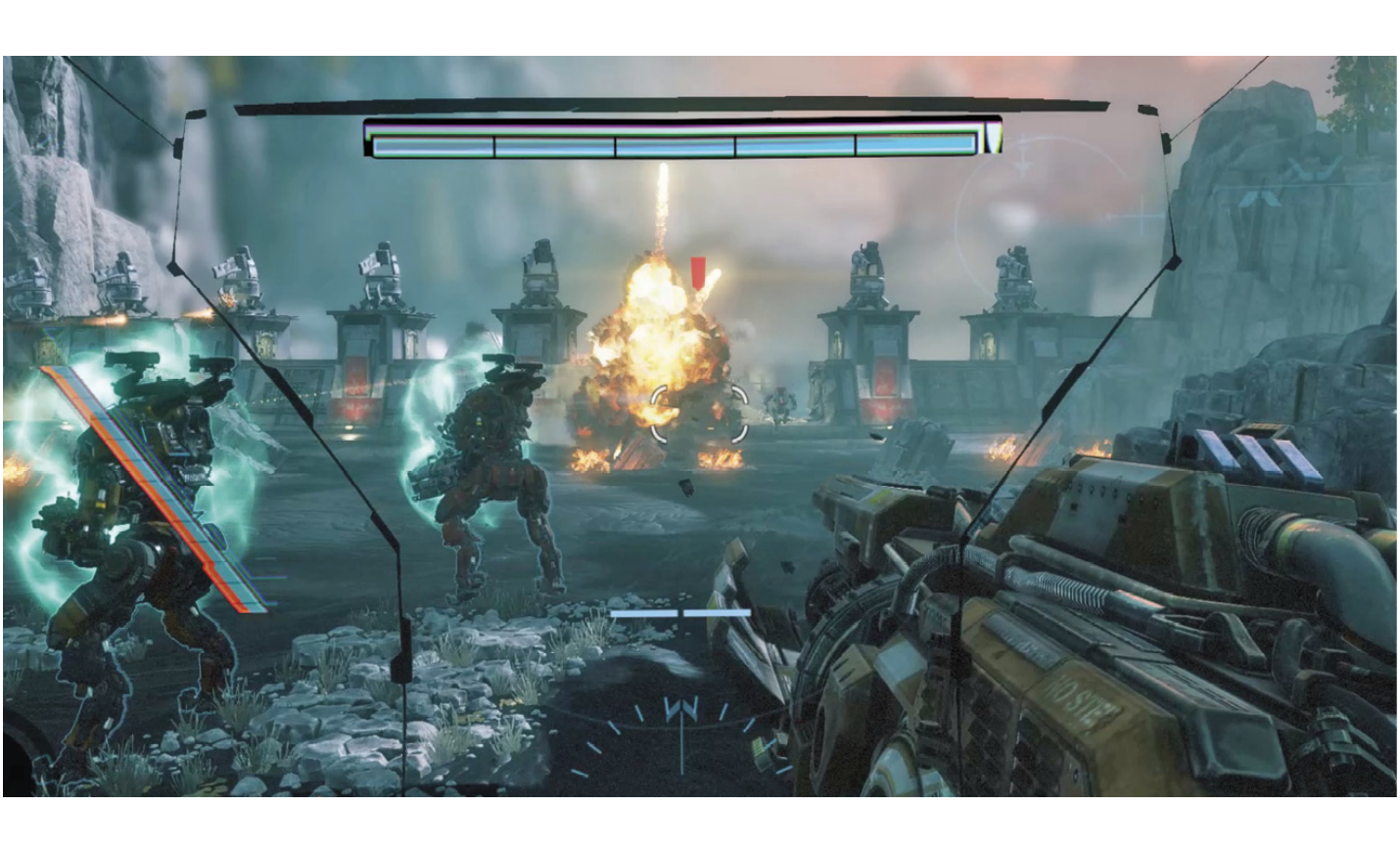


PERIMETER WALL

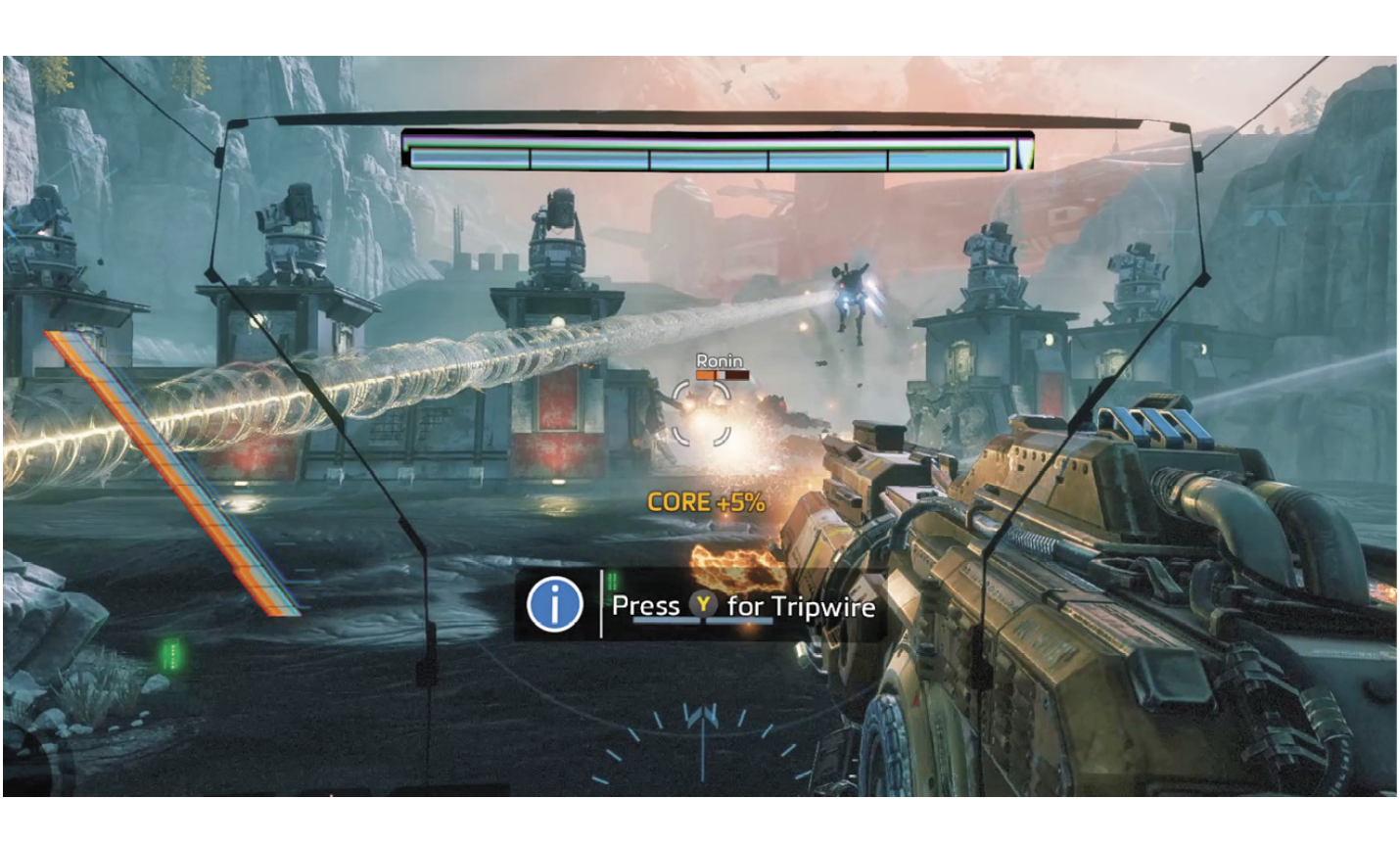
The Militia Titans land outside the air base's perimeter wall. In addition to blocking access to the air base, the wall is also topped with several turrets. To avoid getting hit by one of these weapons, take cover behind one of the concrete barricades and wait for Sarah to give the attack command. In unison, the other Titans launch missiles, creating a couple of breaches in the wall and neutralizing a few turrets. Follow the other Titans as they begin the assault.



During the early stages of this battle, most combat occurs at long range. So consider equipping the Expedition, Tone, or Ion Loadouts. These loadouts feature weapons capable of accurately targeting the Reapers and enemy Titans that emerge from the IMC air base. If using the Tone Loadout, deploy a Particle Wall and pick apart the Reapers and enemy Titans from long range using the 40mm Tracker Cannon and Tracking Rockets. The Expedition and Ion Loadouts allow for a bit more versatility, using their Vortex Shields to block and redirect incoming fire while advancing.

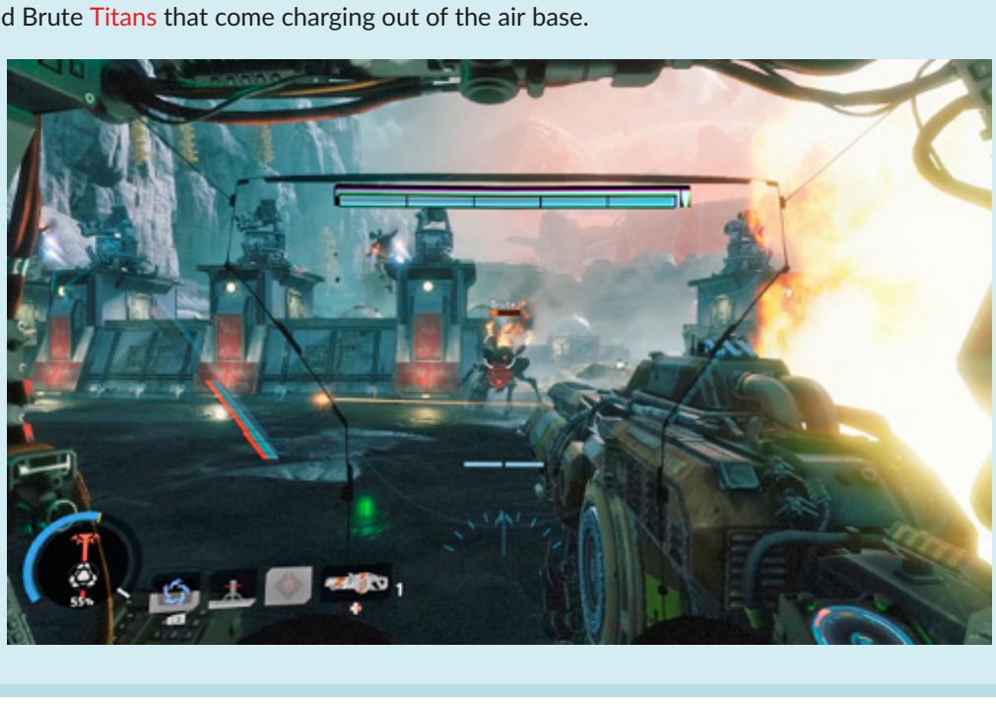


The IMC air base is defended by a mix of enemy Titans, including Brute, Tone, Ronin, Ion, and Northstar variants. Try to identify and engage the Northstar Titans first. They usually rocket into the air and hover, peeking over the top of the wall. If left untouched, the Northstar Titans will continually dish out damage with their Plasma Railguns.

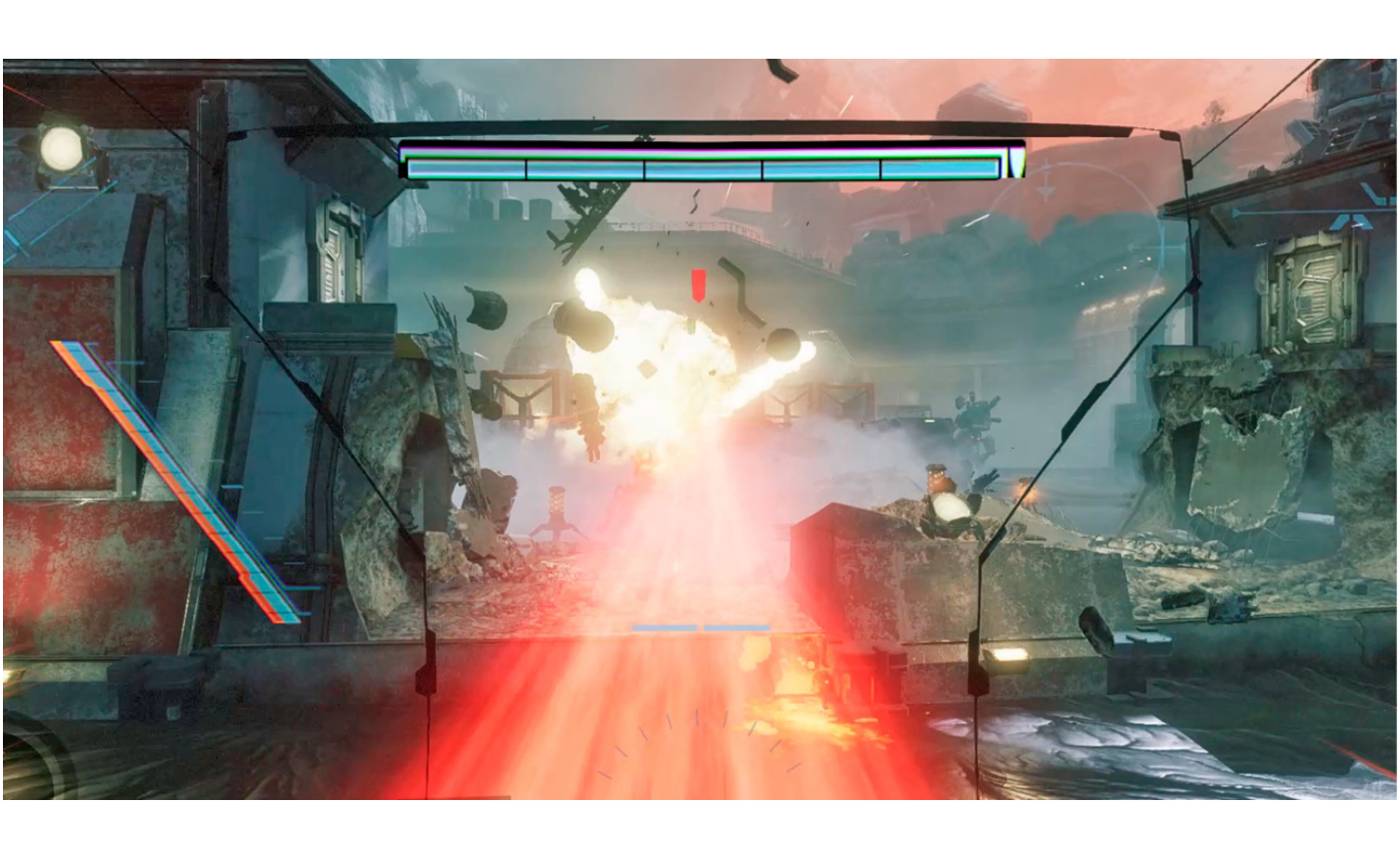


TRIPWIRE

When using the Ion loadout, place Trip Wires in front of the wall breaches. This is a great way to damage (or destroy) enemy Ronin and Brute Titans that come charging out of the air base.

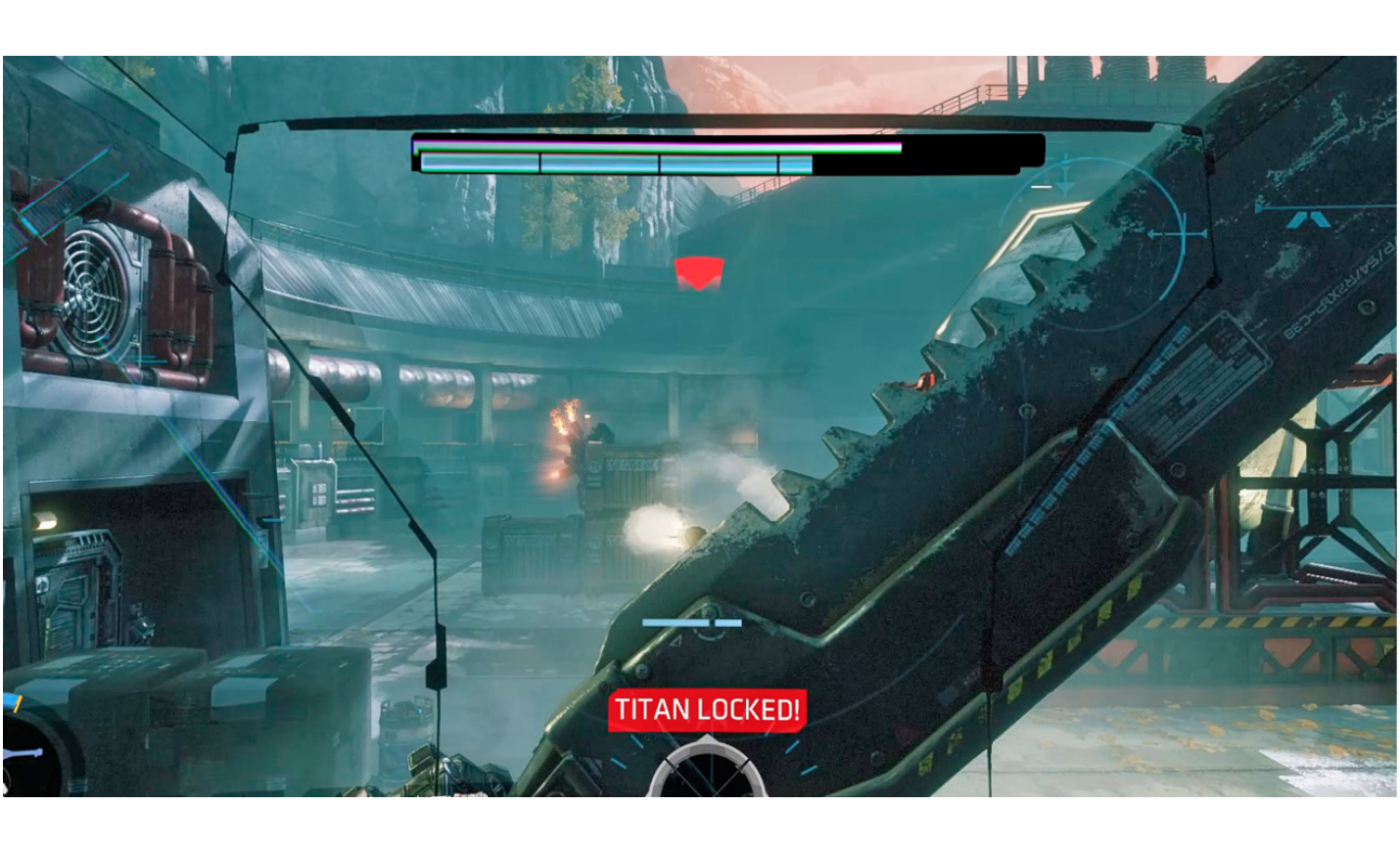


As you near the breaches in the wall, the IMC responds with more Titans. By now you should have built up BT's core ability. Consider using the Ion Loadout's Laser Core to blast your way into the air base. By concentrating this intense laser beam you can damage (or destroy) any Titans in your path. Pan the laser left and right, focusing the beam on one Titan after another. Remember, each Titan you destroy drops a battery. So even if you take damage, there should be enough batteries lying around to restore BT's armor.

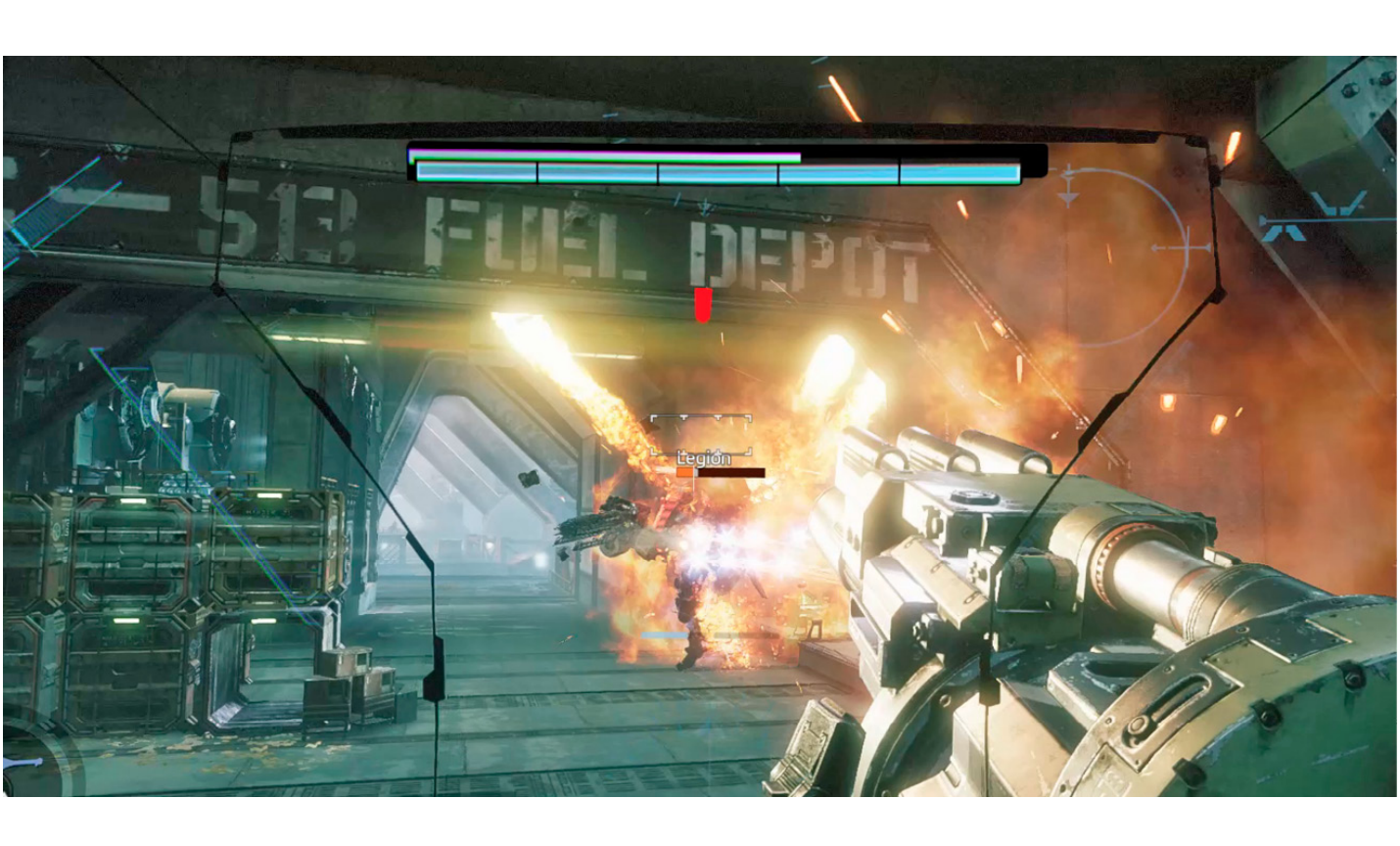


FUEL DEPOT

When resistance at the wall subsides, advance through one of the two breaches located on the left or right flanks to enter the fuel depot. But don't let your guard down. The IMC continually reinforces this area with new Titans. This area is a bit more cramped than the open terrain outside the wall, so adjust your loadout accordingly. Consider switching to the Ronin Loadout and taking the fight to close range. Use Phase Dash to rush enemy Titans, then tear them apart with the Leadwall Shotgun and melee attacks. While advancing, don't forget to use Sword Block to absorb incoming damage. The spherical fuel cells also provide excellent cover. Don't worry, they won't explode.

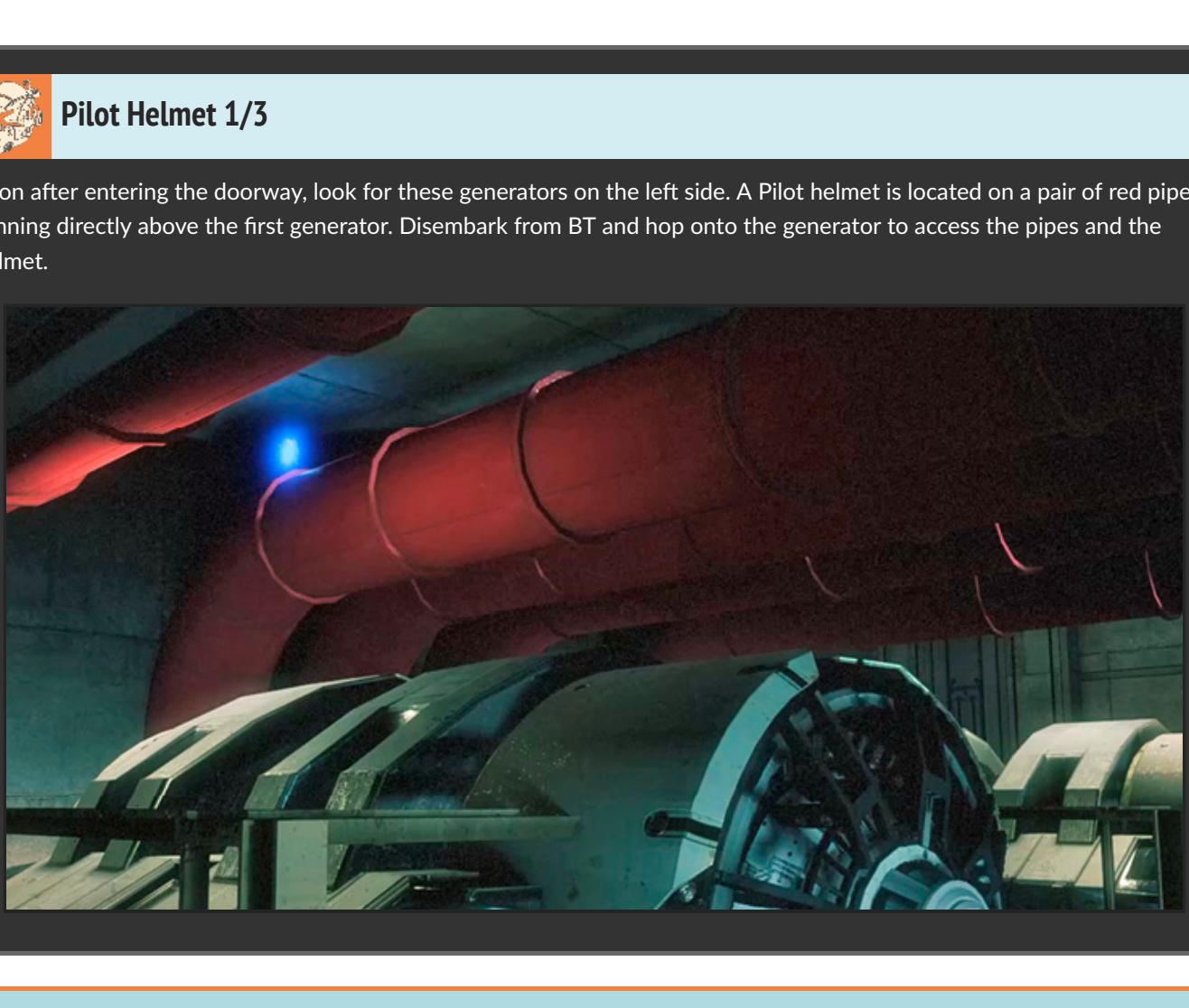


Join Commander Briggs and fight your way toward the door at the back of the fuel depot. This door is defended by a Legion Titan. While Briggs and other Militia Titans hold the Legion's attention, Phase Dash inside the facility and attack the Legion Titan at close range with the Ronin Loadout's broadsword. Activate Sword Core, if available. Alternately, hold at the door and use Arc Wave attacks and the Leadwall Shotgun to slowly chip away at the Legion's armor. Once the Legion Titan is destroyed, step inside the facility. There are a couple of batteries on the right side.



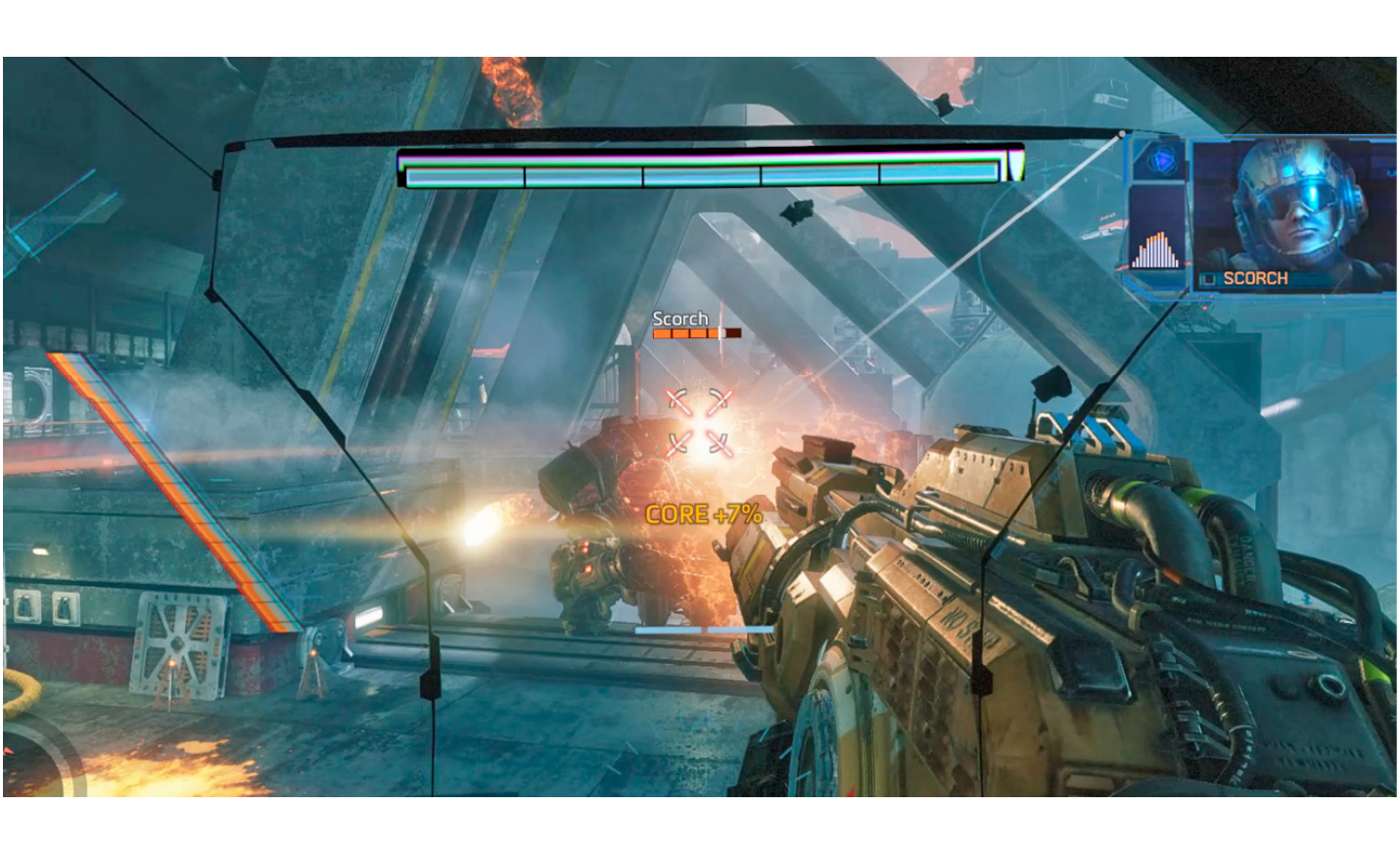
Pilot Helmet 1/3

Soon after entering the doorway, look for these generators on the left side. A Pilot helmet is located on a pair of red pipes running directly above the first generator. Disembark from BT and hop onto the generator to access the pipes and the helmet.

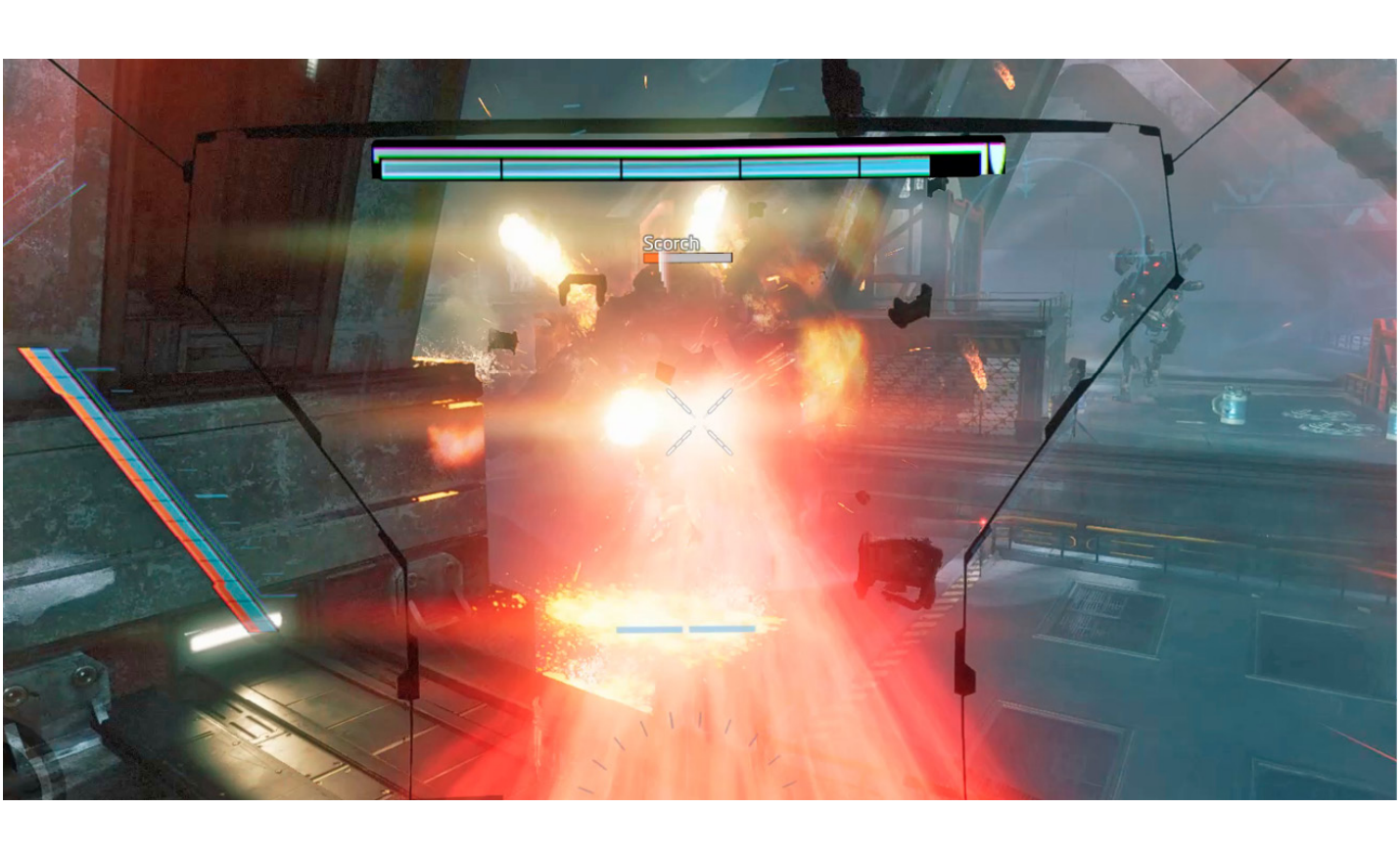


ANTI-AIRCRAFT BATTERY

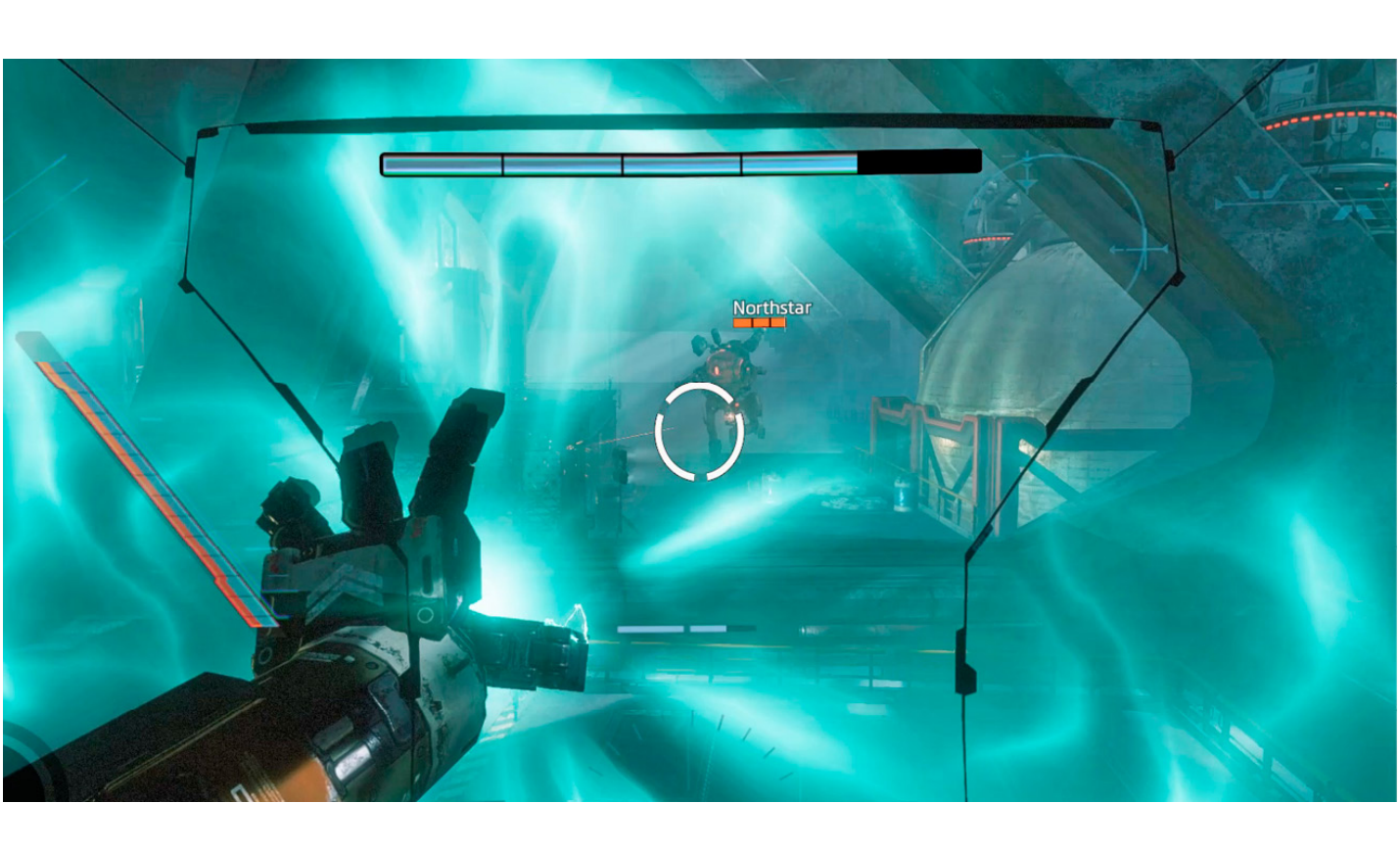
Despite your best efforts, the Militia Titans have suffered heavy casualties during the initial attack, leaving just you and Commander Briggs to hunt down the Ark. Follow Briggs into the passage ahead. Several anti-aircraft turrets line the right side, firing at Militia ships above. The turrets don't pose a threat to your advance, but the Scorch Titan and Reaper do. Switch to the Ion Loadout and deploy a Trip Wire to deter the distant Scorch Titan from getting any closer. Open fire with the Splitter Rifle and Laser Shot, scoring critical hits on the Titan's vulnerable spots. Do your best to avoid close contact with the Scorch Titan, particularly when it deploys the Thermal Shield. Also, watch your step, careful to avoid any simmering pools of thermite. Once the Scorch Titan is down, the Reaper is easy to finish off.



Continue advancing along this passage. A number of grunts line the catwalks, but they don't pose much of a threat. Instead, focus on the two Scorch Titans and Northstar Titan ahead. Use the vertical supports for cover, protecting you from the Northstar Titan's long-range attacks. Meanwhile, focus on taking out the two charging Scorch Titans. Deploy a Trip Wire in their path and then follow up with Splitter Rifle and Laser Shot attacks. Keep scoring hits until BT's core is charged, then initiate a Laser Core attack. This should be enough to destroy at least one Scorch Titan outright and heavily damage the other one.

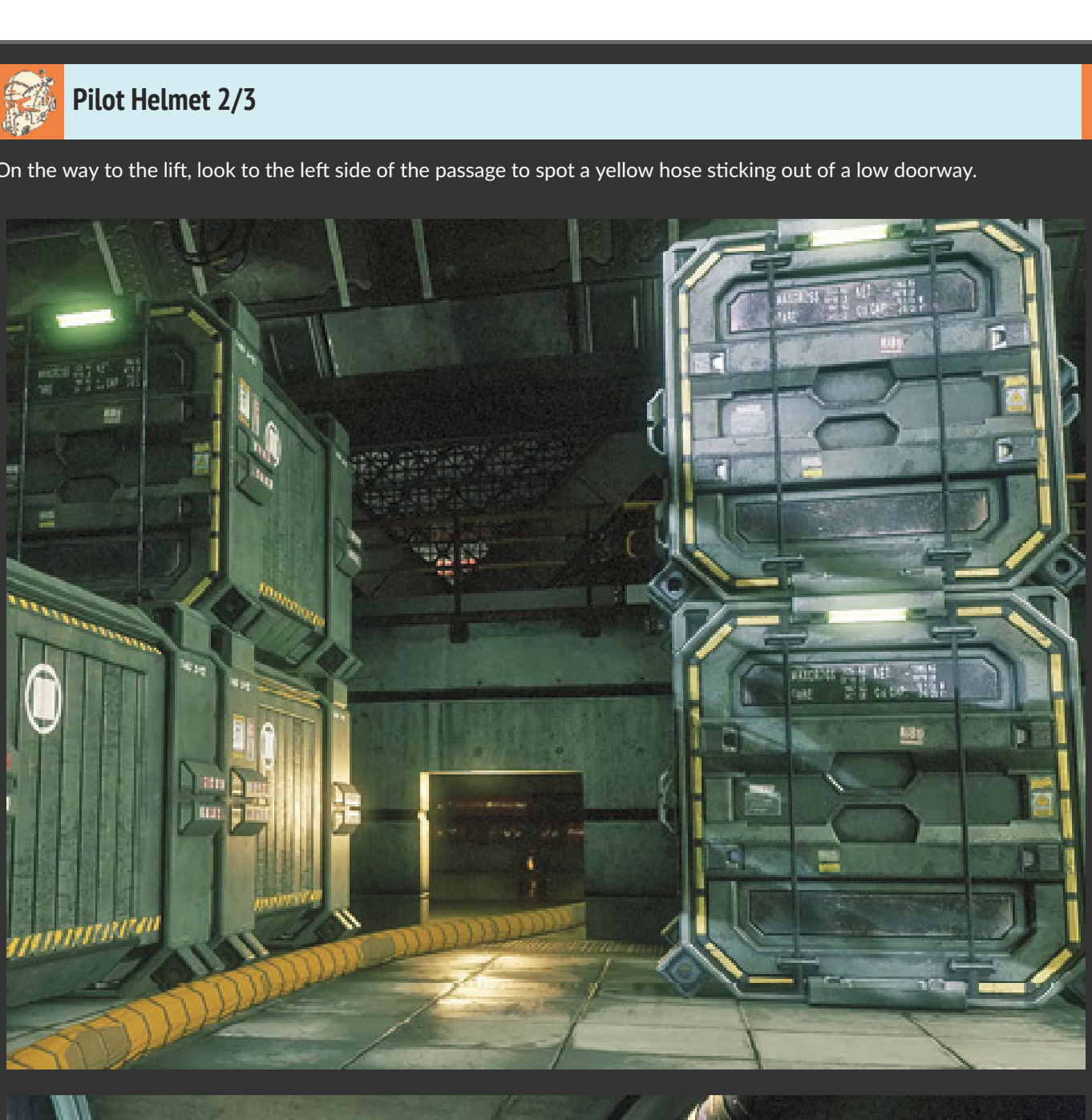


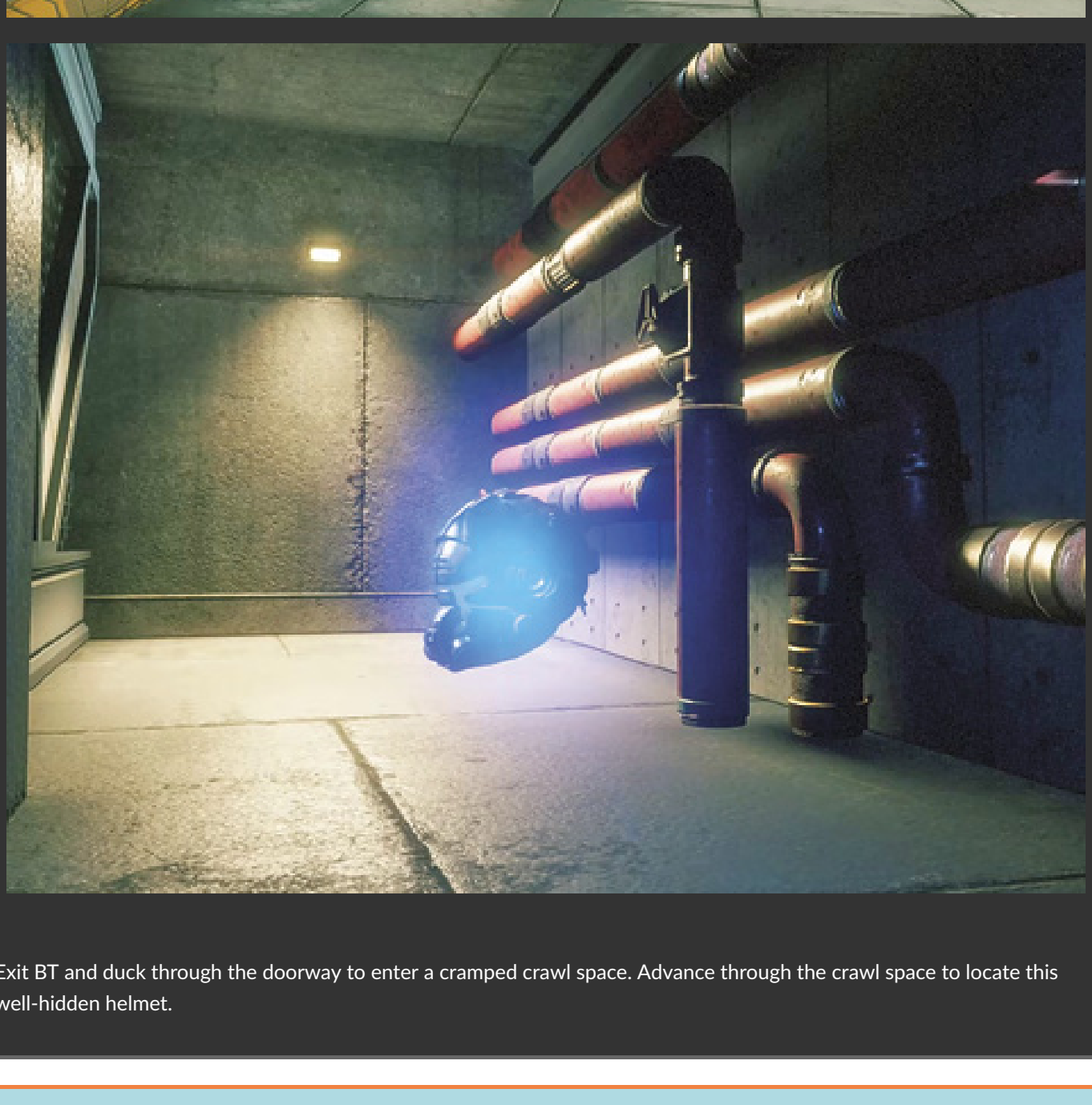
After you defeat the two Scorch Titans, focus on the Northstar. Advance while keeping Vortex Shield deployed to redirect the Plasma Railgun shots back at the Northstar. The closer you get, the more evasive the Northstar becomes. When you're a few meters away, switch to the Ronin Loadout and rush the Northstar with Phase Dash. The Northstar is poorly equipped to deal with close-quarters combat, so use this to your advantage as you attack with the broadsword and Leadwall Shotgun. After defeating the Northstar Titan, Commander Briggs charges ahead, moving onto a lift. Before boarding the lift, take a moment to search for another Pilot helmet.



Pilot Helmet 2/3

On the way to the lift, look to the left side of the passage to spot a yellow hose sticking out of a low doorway.

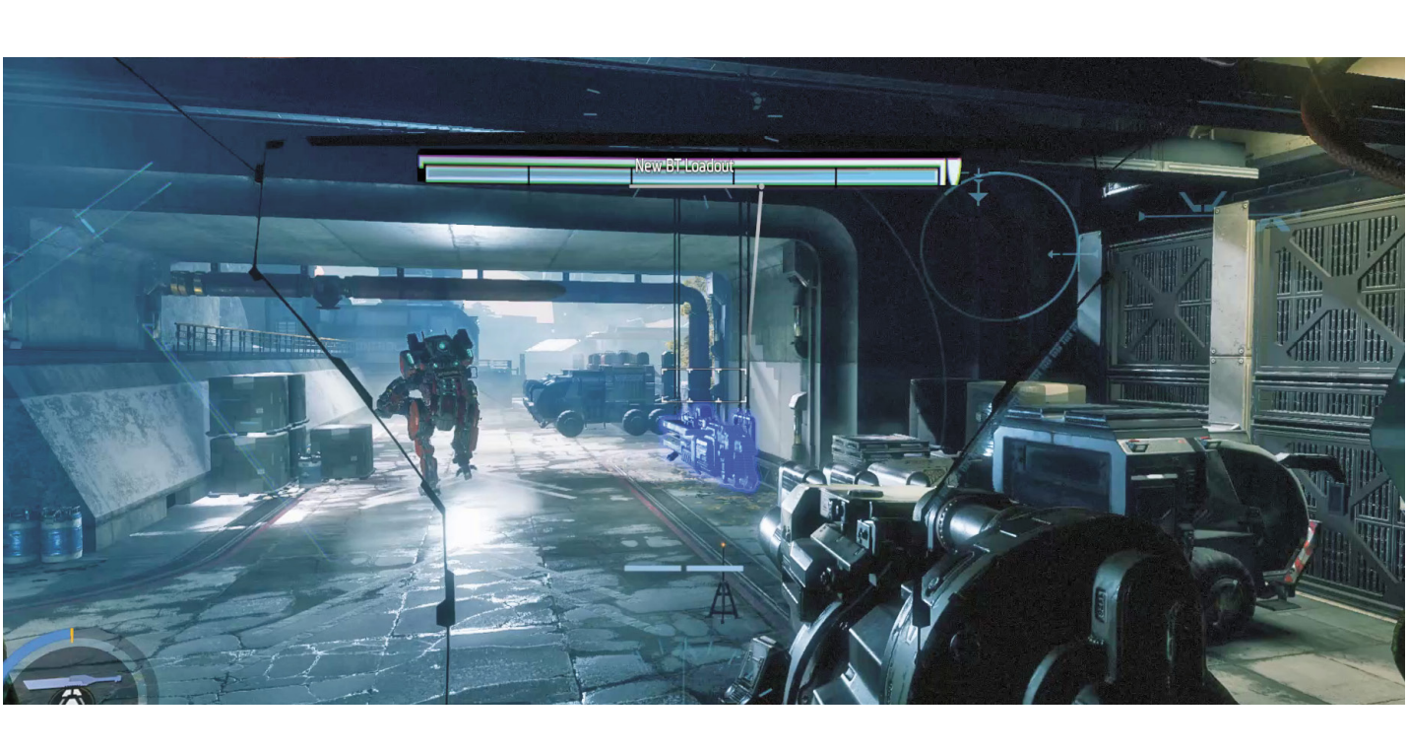




Exit BT and duck through the doorway to enter a cramped crawl space. Advance through the crawl space to locate this well-hidden helmet.

LIFT

Rendezvous with Briggs at the lift and ride it up to the next level. Along the way Briggs remarks on your surprising Pilot abilities. When the lift stops, follow Briggs forward. The Northstar Loadout is located along the right side of the path. Grab it to acquire some impressive long-range capability.



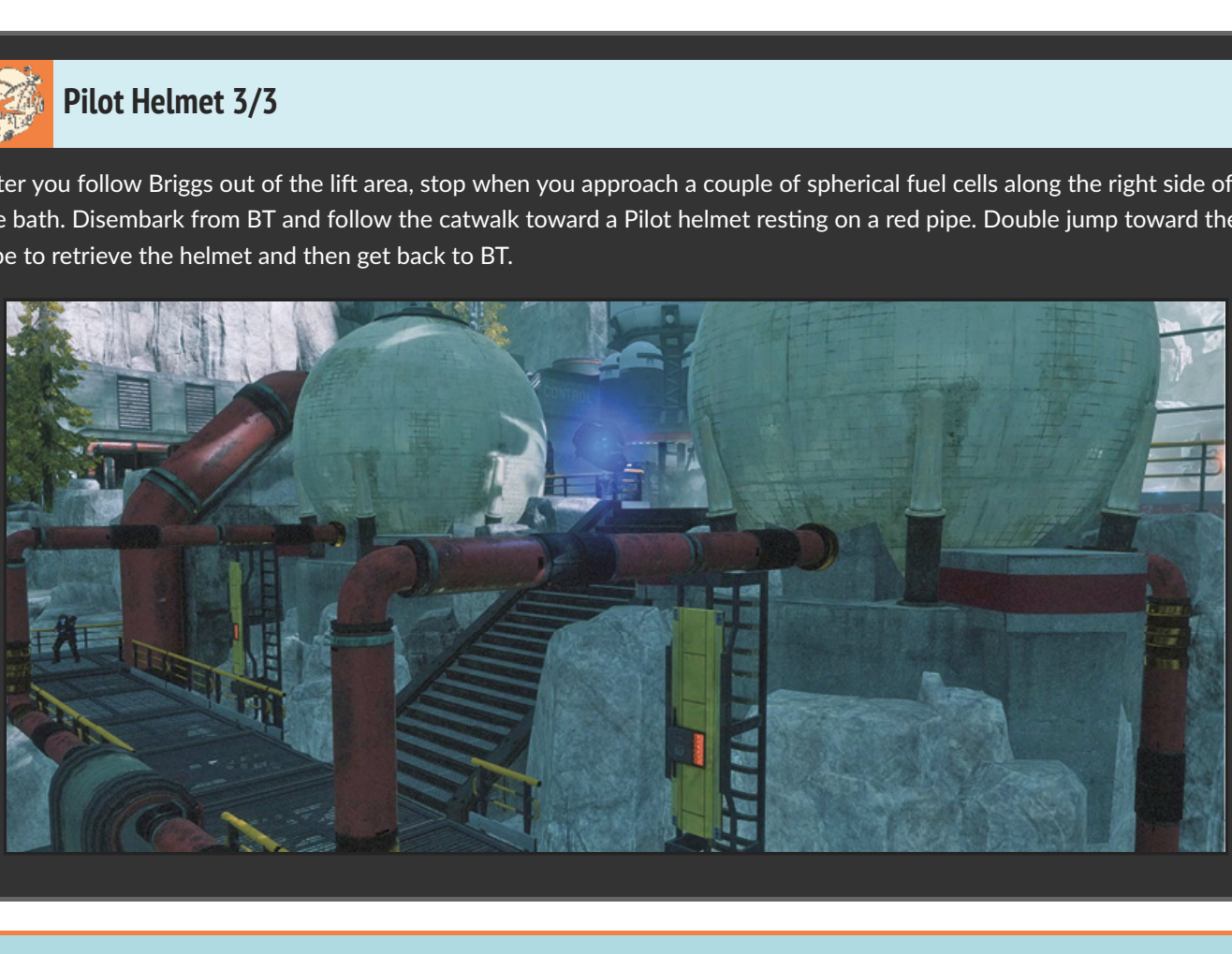
BT-7274 (Loadout: Northstar)

The Northstar Loadout has a lot in common with the Brute, benefiting from VTOL Hover and the devastating Flight Core abilities. But unlike the Brute, the Northstar Loadout is equipped with a Plasma Railgun, ideal for precise targeting. While you aim the Plasma Railgun, the weapon charges. The longer the charge, the greater the velocity of the fired projectile. For best results, charge the Plasma Railgun completely and target an enemy Titan's red-glowing vulnerable spots to inflict massive damage. Tether Trap deploys a couple of mines capable of snagging enemy Titans, temporarily trapping them with attached cables. Always try to tether an enemy Titan before firing Cluster Missiles at it. The Tether Trap prevents the enemy Titan from escaping, while the Cluster Missiles inflict continuous damage from secondary explosions. Tethering enemy Titans is also a good way to keep your distance. Make a habit of tethering charging Ronin and Scorch Titans, allowing you to back away and engage from a safer distance.

WEAPON/ABILITY	NAME	DESCRIPTION
	Plasma Railgun	Sniper railgun that charges up while zoomed.
	Flight Core	Hover, unleashing rockets at targets below.
	Cluster Missile	Creates sustained explosions on impact.
	Tether Trap	Mines that lock down nearby enemy Titans.
	VTOL Hover	Vertical takeoff hover.

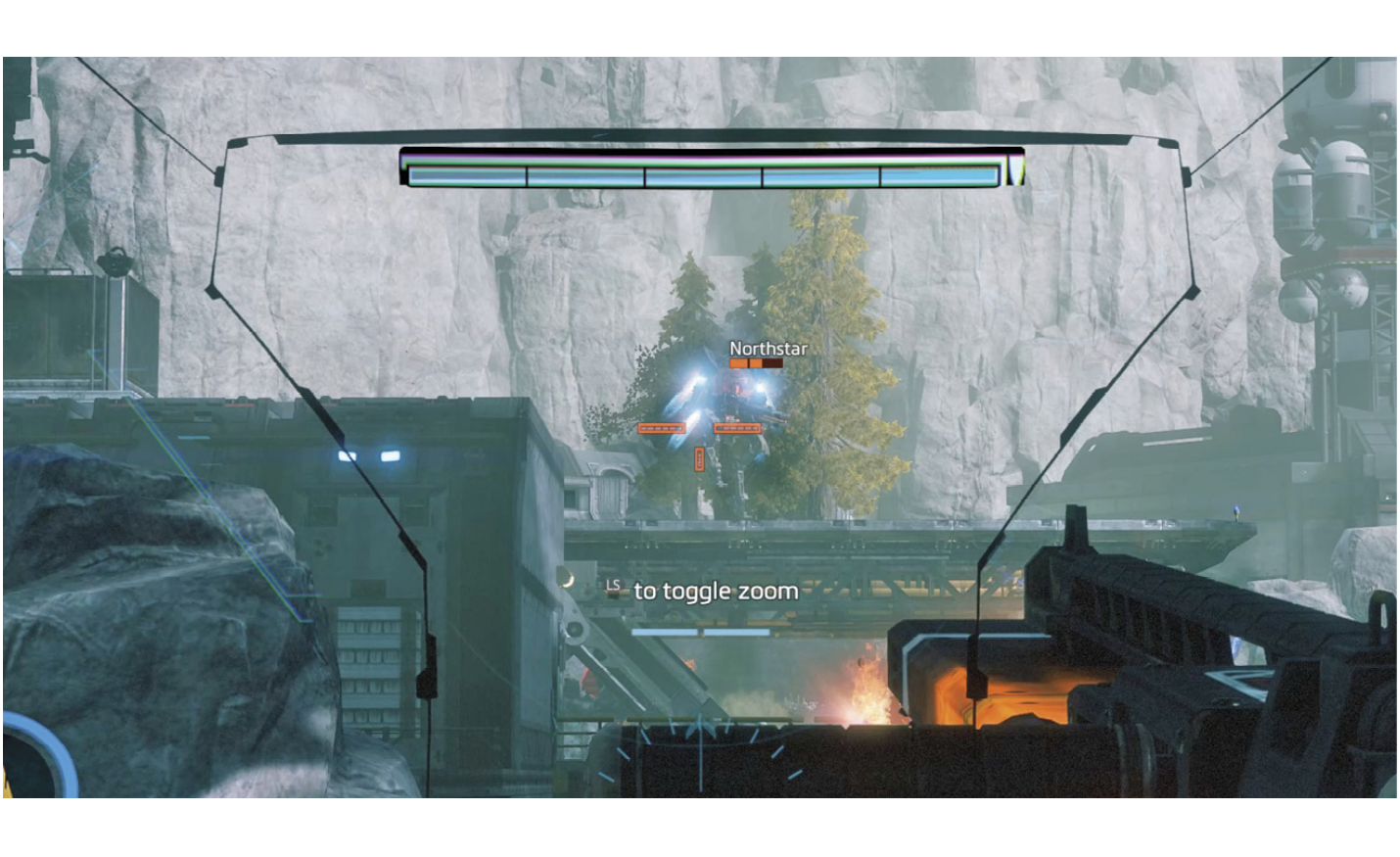
Pilot Helmet 3/3

After you follow Briggs out of the lift area, stop when you approach a couple of spherical fuel cells along the right side of the bath. Disembark from BT and follow the catwalk toward a Pilot helmet resting on a red pipe. Double jump toward the pipe to retrieve the helmet and then get back to BT.

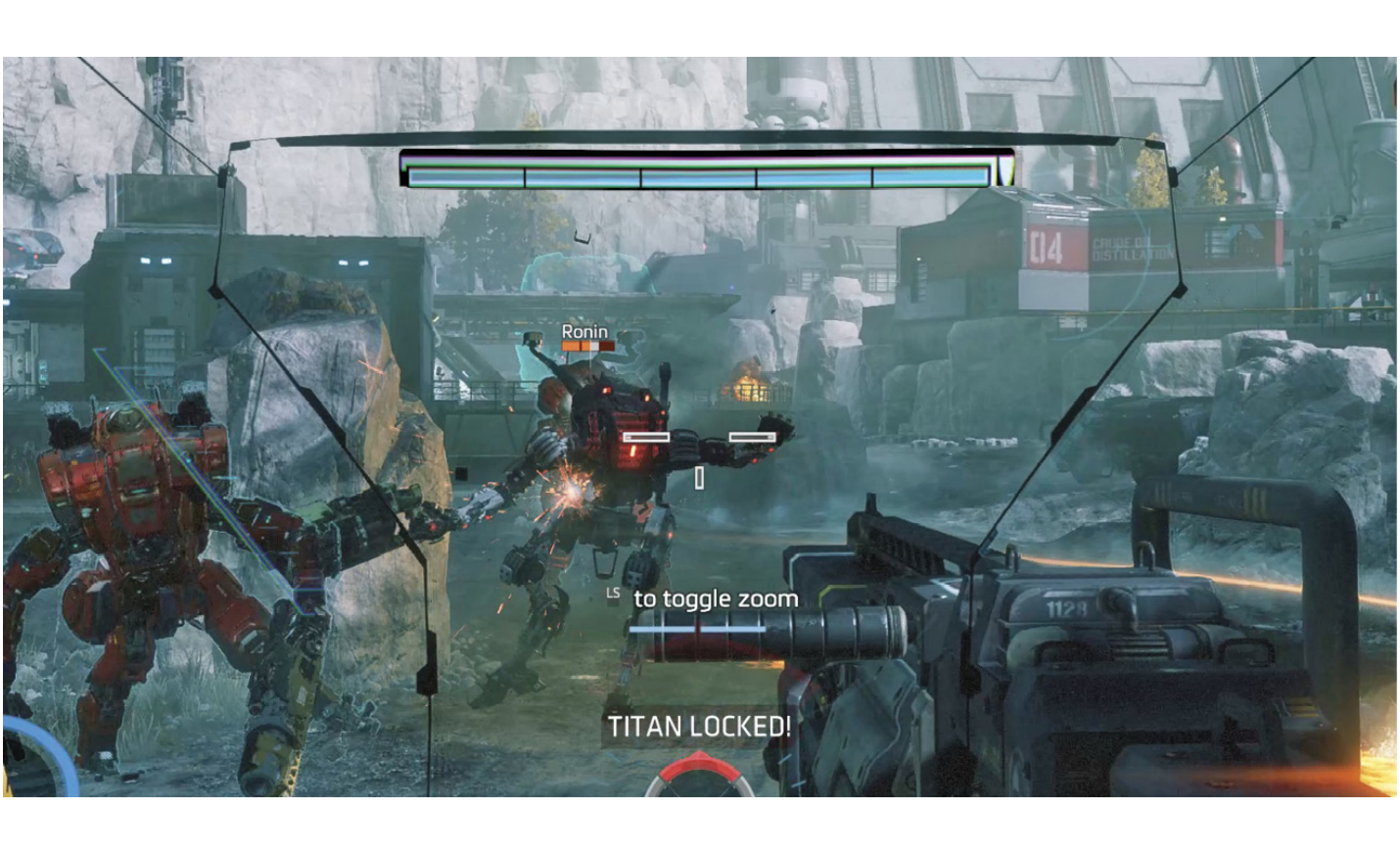


DROPSHIP FACILITY

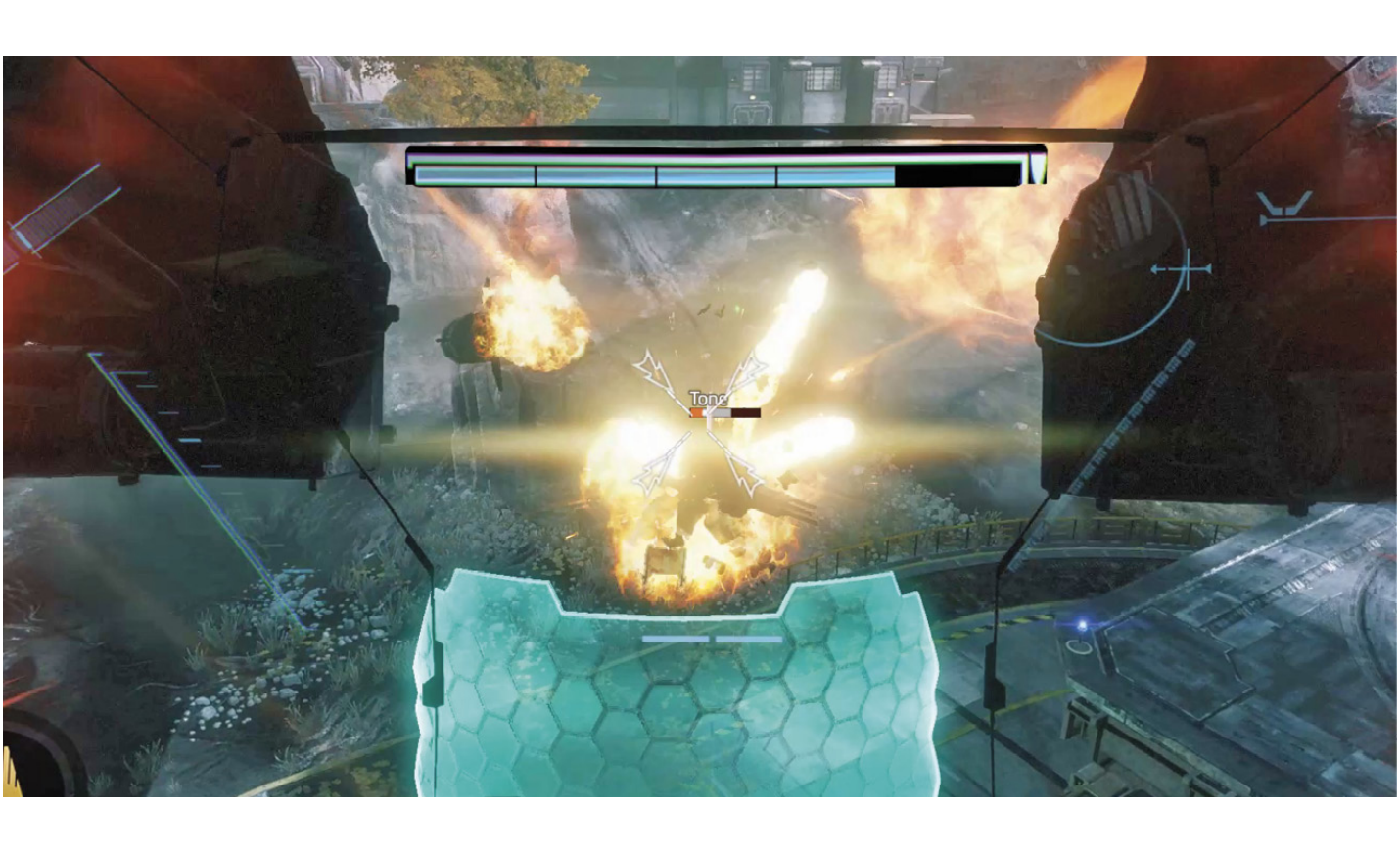
While you were acquiring the Pilot helmet, Commander Briggs has pressed forward, joining a few more Militia Titans in an area filled with dropship landing pads. A mix of Brute, Ronin, Northstar, and Tone Titans block the path ahead. Equip the newly acquired Northstar Loadout and engage the enemy Titans from long range using the Plasma Railgun. Take aim to charge the Plasma Railgun. As you hold down the aim button/key, the weapon slowly builds up a charge. When the weapon is fully charged, fire it at one of the distant Titans. Try to score a critical hit for optimal damage. For more precise targeting, use the zoom function, allowing for easier target acquisition. Focus your fire on the enemy Northstar Titan (seen hovering in the distance) and then deal with the others.



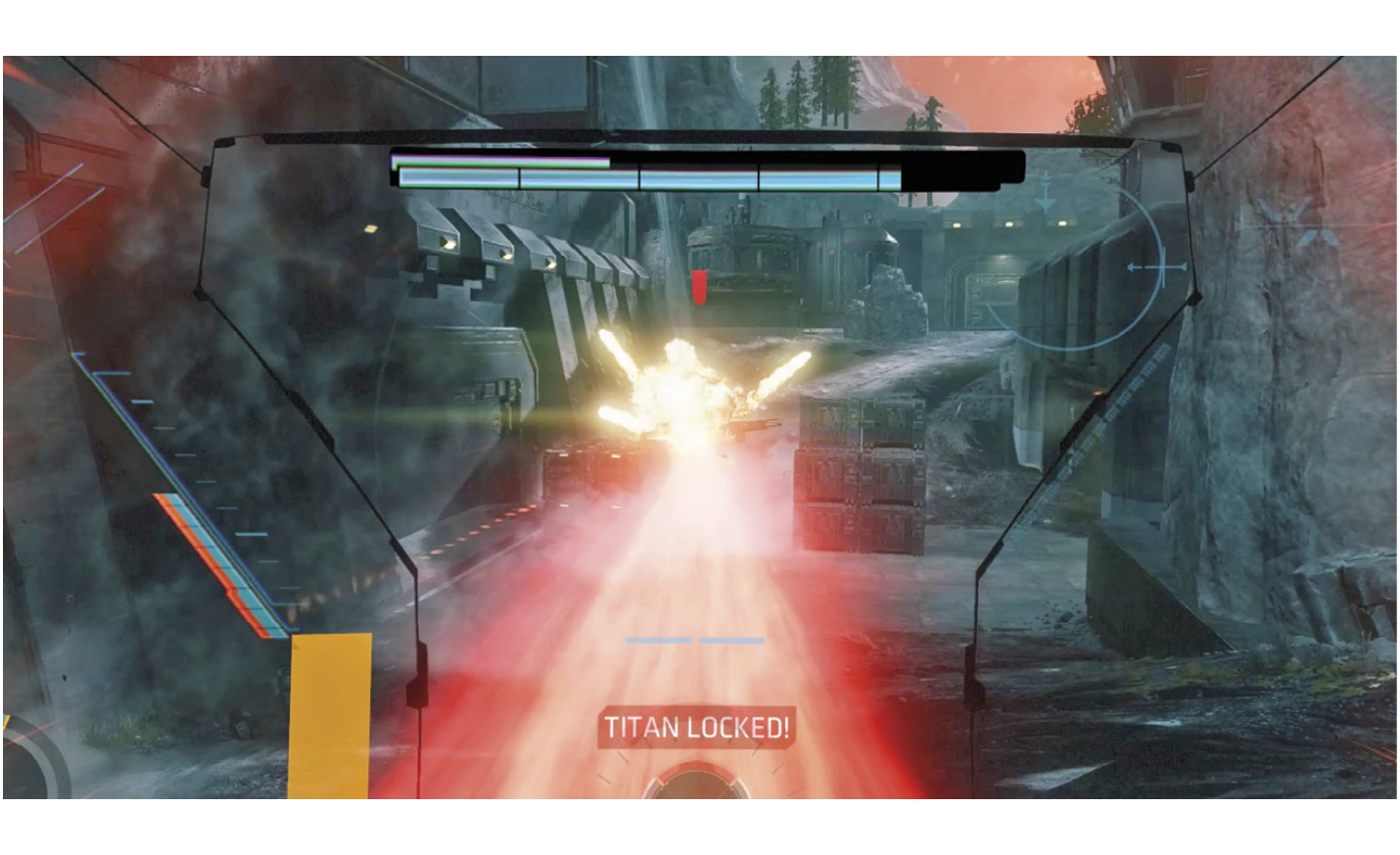
While using the Northstar Loadout, keep your distance from the charging Ronin Titan. Hold back and provide support fire while Briggs and the other friendly Titans engage it at close range. To help your comrades, deploy a Tether Trap. When the Ronin is tethered, fire a Cluster Missile. As the Cluster Missile detonates, it triggers a barrage of secondary explosions, continually damaging the enemy Titan. While it's still tethered, take a few shots with the Plasma Railgun to finish it off.



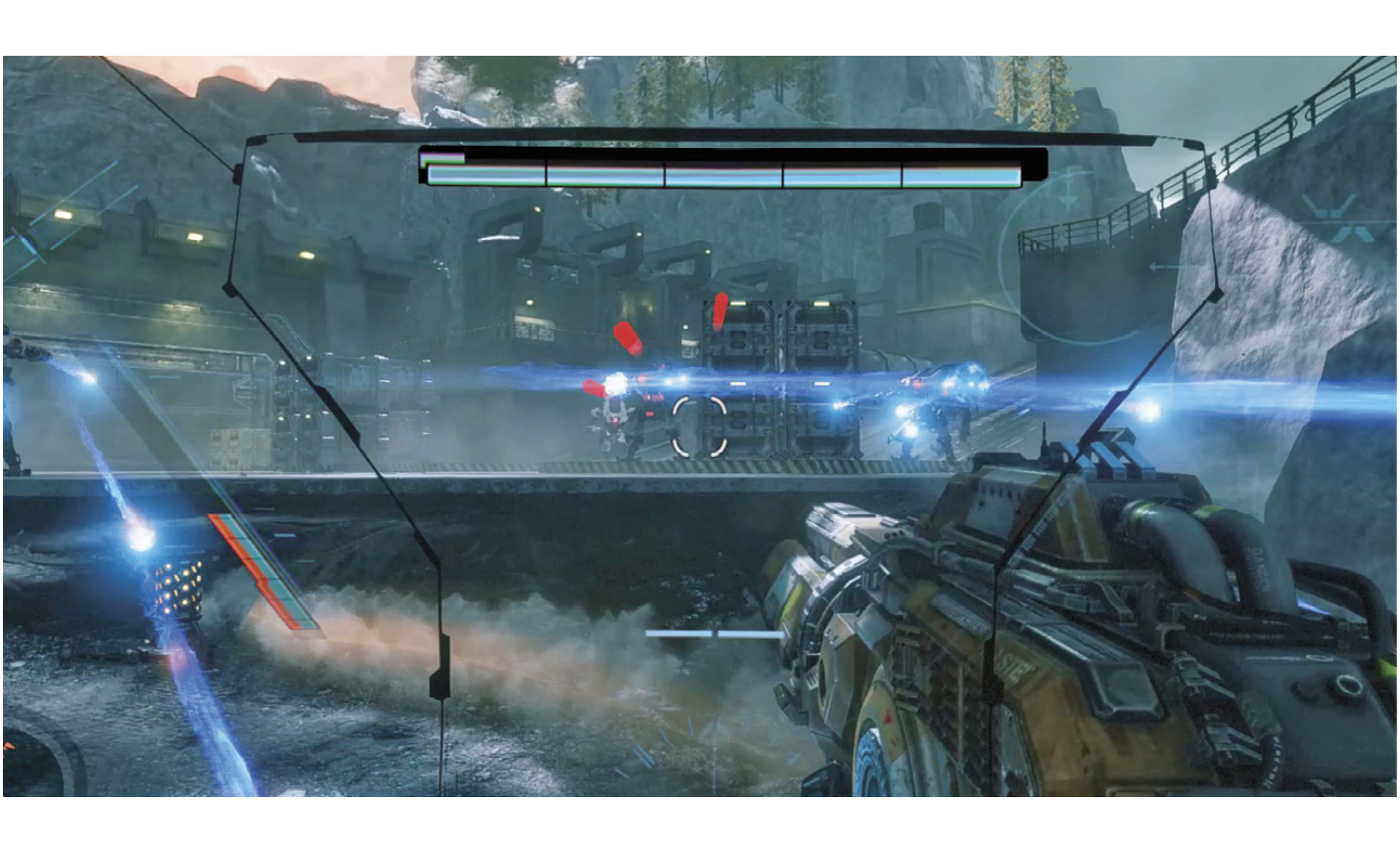
Stay several meters behind Briggs and the other friendly Titans as the IMC reinforces the area. Continue hammering away at the IMC Titans with the Plasma Railgun. When BT's core is charged, activate Flight Core and focus the rocket salvo on tightly clustered groups of enemy Titans. While hovering, you can shoot over the Particle Walls deployed by enemy Tone Titans. Given the chaotic nature of this battle, you should have no problem activating Flight Core multiple times.



As you advance past the dropship landing pads, consider switching to a more versatile loadout, such as the Ion. The Ion Loadout is better suited when confronting enemy Titans and Reapers in the narrow passages ahead. Also, Laser Core is ideal for wiping out multiple targets clustered in this narrow valley.

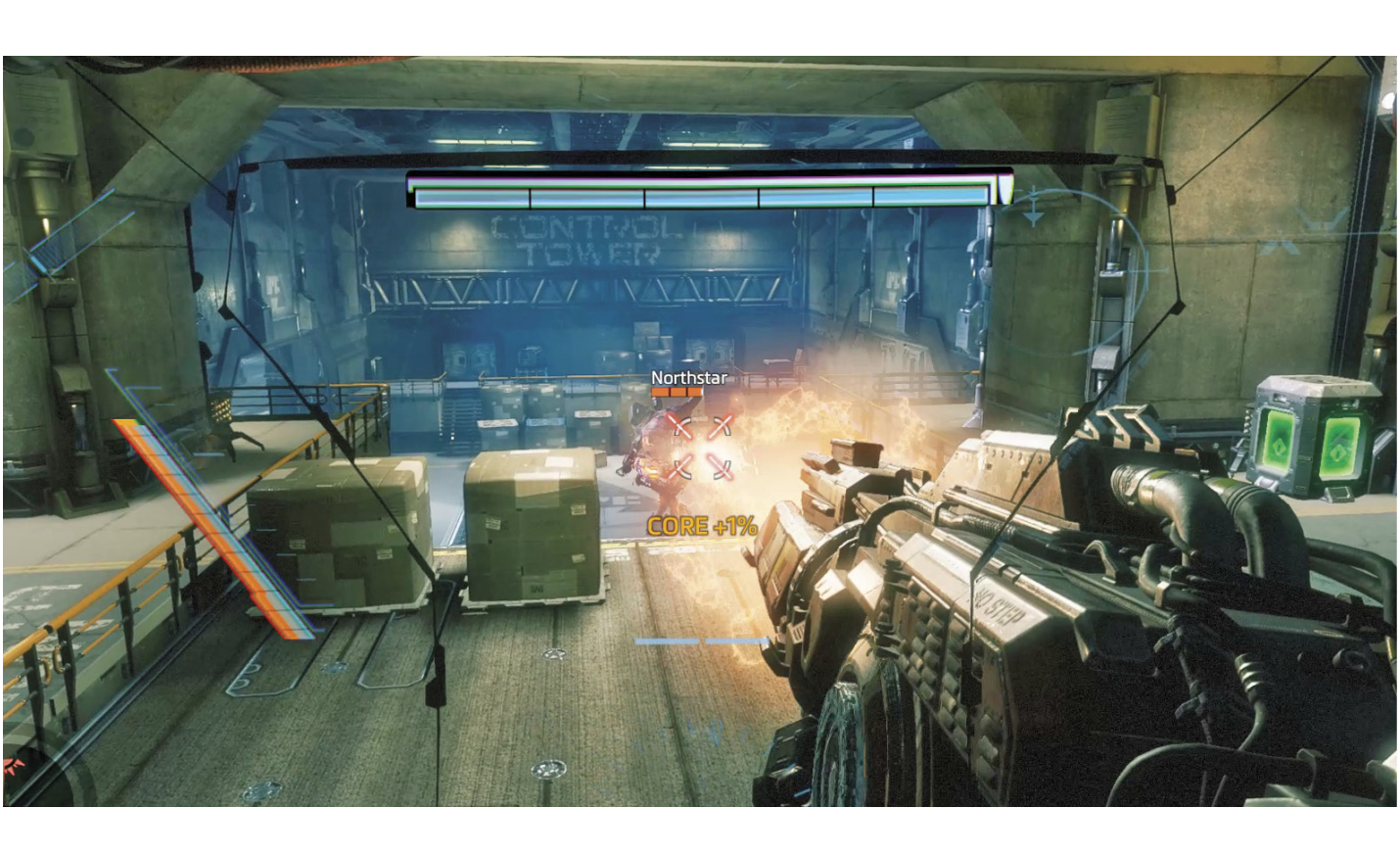


You come under attack by multiple reapers in the clearing ahead. Deploy the Ion Loadout's Vortex Shield to block incoming plasma bolts while dashing behind rocks or crates for more permanent cover. Individually, Reapers aren't terribly dangerous to Titans. But mass deployments of Reapers deserve your attention. Dash in and out of cover while engaging Reapers with the Ion Loadout's Splitter Rifle. If you prefer a more aggressive approach, switch to the Ronin Loadout and dash into the fray while swinging your broadsword. Each destroyed Reaper drops a battery, giving you the opportunity to completely restore BT's armor before proceeding.



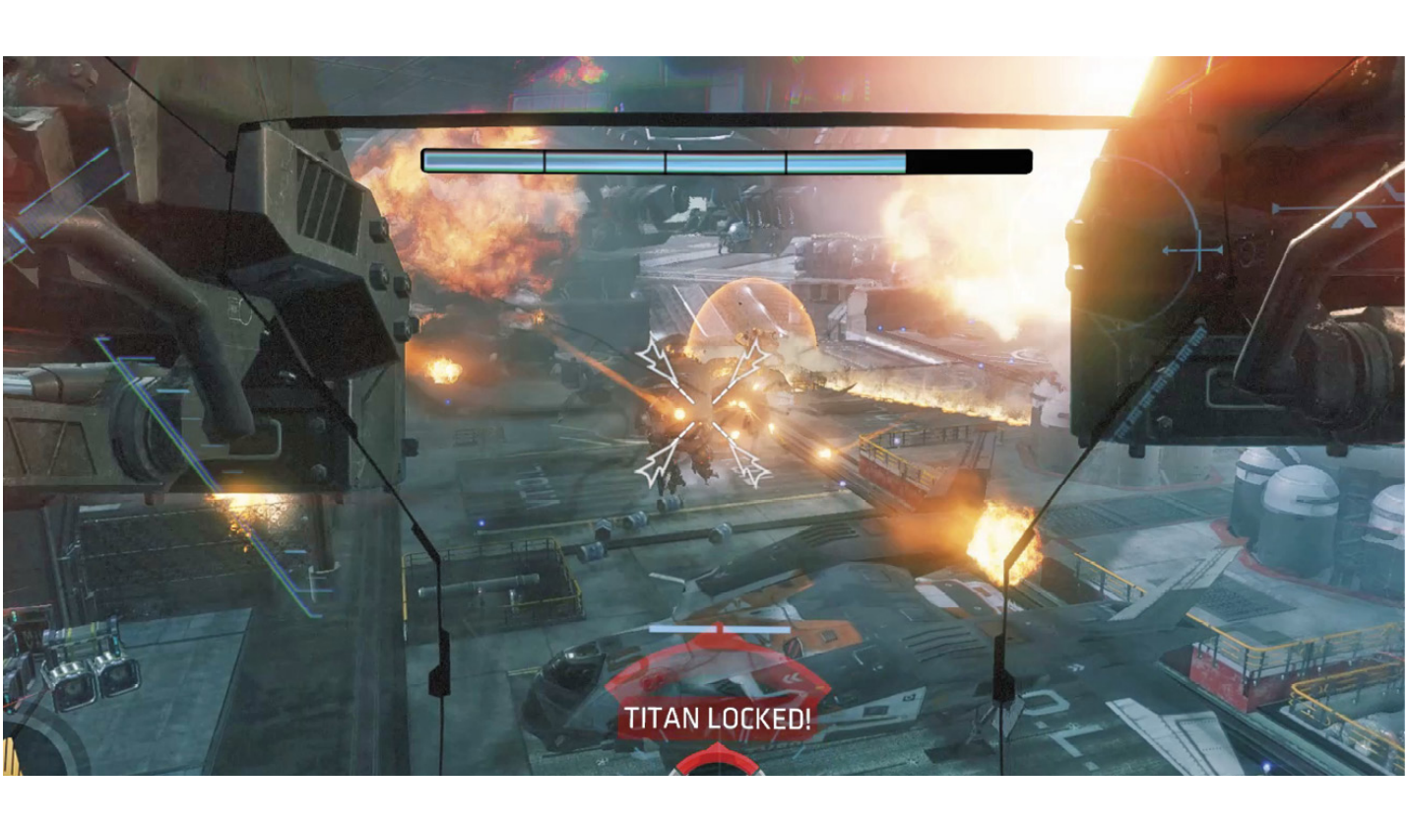
CONTROL TOWER

Once the Reapers have been destroyed, ascend the long ramp nearby and enter a large doorway at the end. This tunnel passes beneath the control tower. There are four battery crates inside this passage, but the area is also defended by a Northstar Titan. Use the Ion Loadout's Splitter Rifle to rapidly deplete the Northstar Titan's armor. But be ready to block and redirect incoming fire using the Vortex Shield. Remember, the Northstar Titan excels in long-range combat, so don't get into a duel. Get in close and attack aggressively to finish it off.

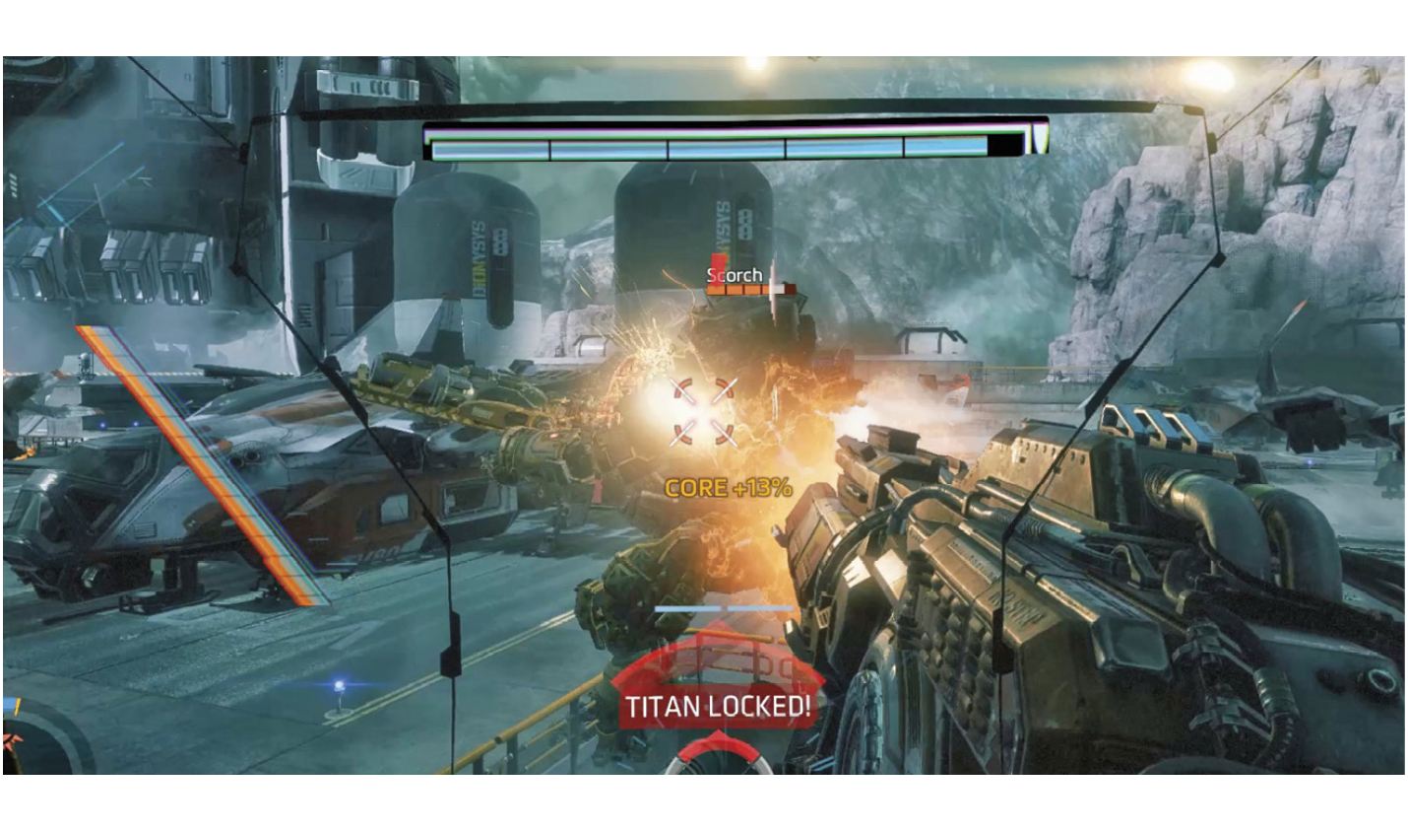


VTOL LANDING

The Draconis, the IMC ship carrying the Ark, is almost fueled. Commander Briggs urges Militia forces to stop the Draconis before it can get away. The IMC responds to your advance by deploying more Titans. Switch to the Northstar Loadout and score long-range hits to build up BT's core. When the core is charged, activate the Northstar's Flight Core and engage multiple enemy Titans with the devastating rocket salvo.

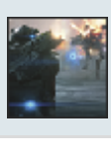
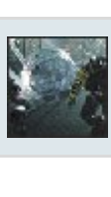


The two IMC Scorch Titans pose a serious threat during this battle. When they're deployed, switch to the Ion Loadout and back away. The Scorch Titans charge directly at you while firing their thermite-based weapons. Continue backing away while firing the Ion Loadout's Splitter Rifle and Laser Shot. Also, deploy Trip Wires in front of the Scorch Titans in an effort to delay their advance. If available, use Laser Core to quickly eliminate at least one of the Scorch Titans.



Regardless of how quickly you dispatch the enemy Titans, you can't reach the Draconis in time. As you near the massive ship, the Ark is being loaded while Slone oversees the operation. But Commander Briggs hasn't given up, and she orders you to get to a ship. You're going after the Ark.

ACHIEVEMENT AND TROPHY CHECKLIST

IMAGE	NAME	DESCRIPTION
	You Can Be My Wingman Anytime	Destroy an enemy Titan as a Pilot in the Campaign
	Cowboy Up	Rodeo an enemy Titan in the Campaign
	Precious Cargo	Locate the Ark (Secret)

TITANFALL 2

Robert Barker

Faction: The ACEs (Angel City Elites)

Role: Founder of the Angel City Elites, a freelance Pilot unit.

Age: 38

Skills: Flying dropships, Titan combat, operating a wide variety of vehicles.

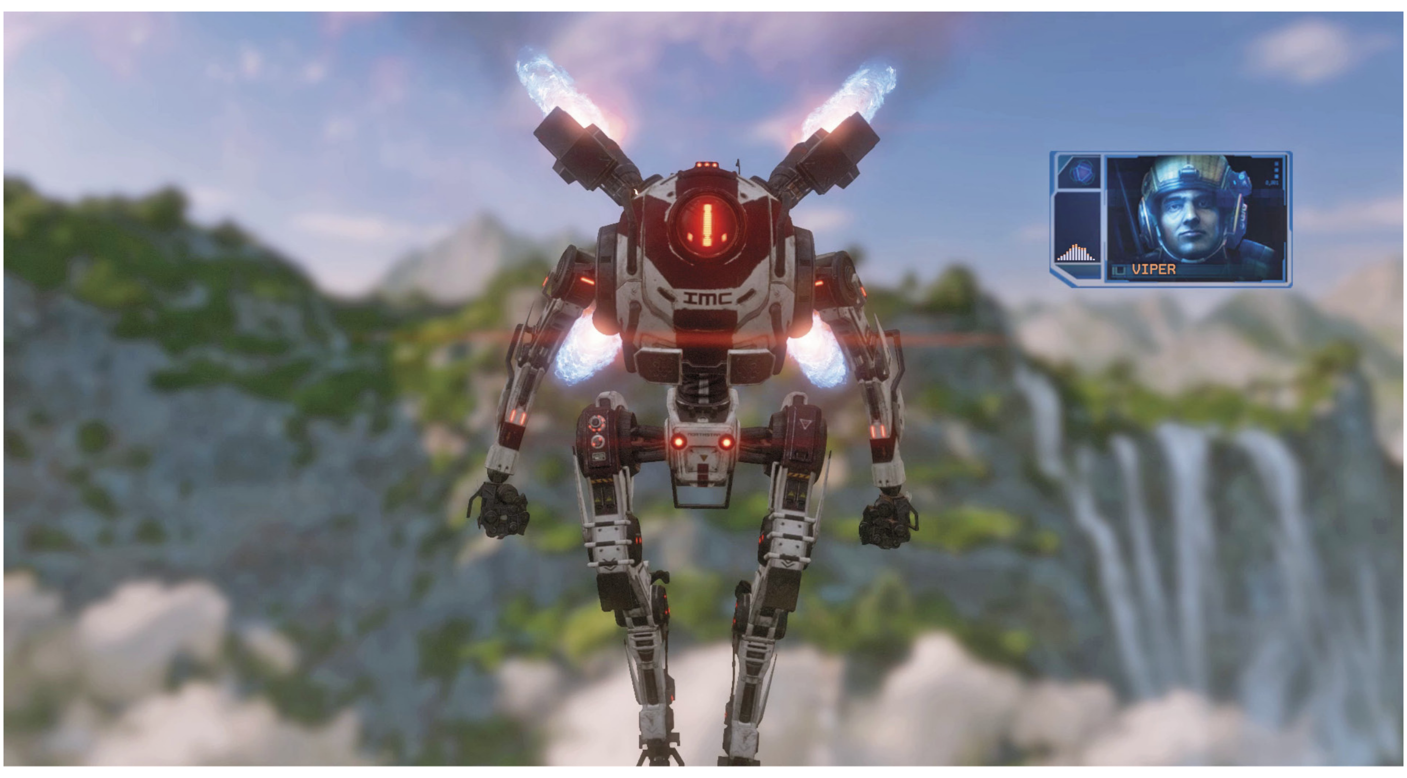
History: Barker served with James MacAllan under the IMC banner during the Titan Wars—a series of conflicts within the Core Systems, many years ago. Their operations during the Titan Wars have been chronicled in many historical records, and have formed the basis of current IMC counterinsurgency doctrine.

A tremendously gifted Pilot of both Titans and all things flying, Barker is rumored to have adjusted poorly to life outside of combat, deserting the IMC after having a "crisis of conscience," sinking into a deep depression, and becoming even more of an alcoholic than he was during active service.

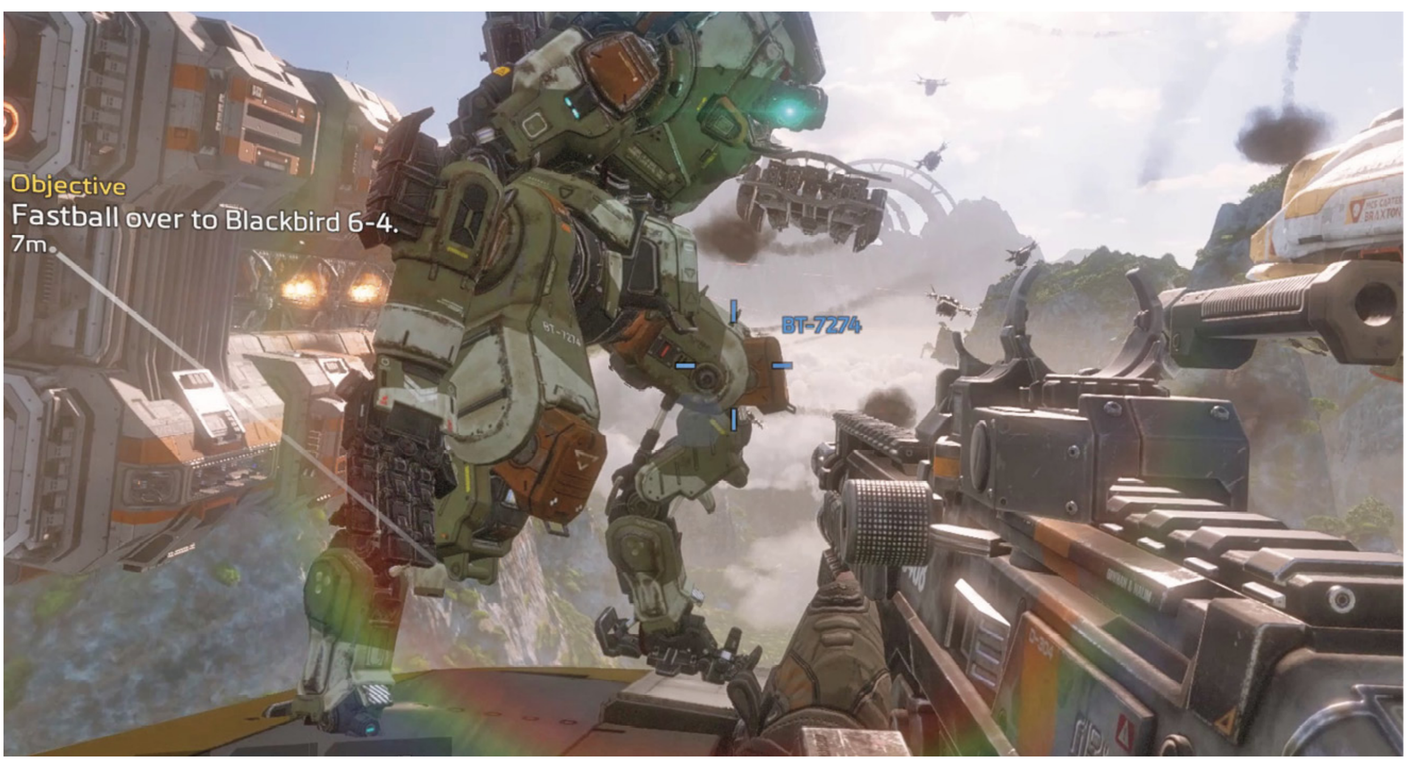
COOPER'S LOGBOOK

The Draconis is making a beeline for the full-scale Fold Weapon, with the Ark on board. We're going after it using some commandeered IMC transports. These Widows are fast, but so is the Draconis. Briggs says it's not over yet—this fight's about to go airborne.

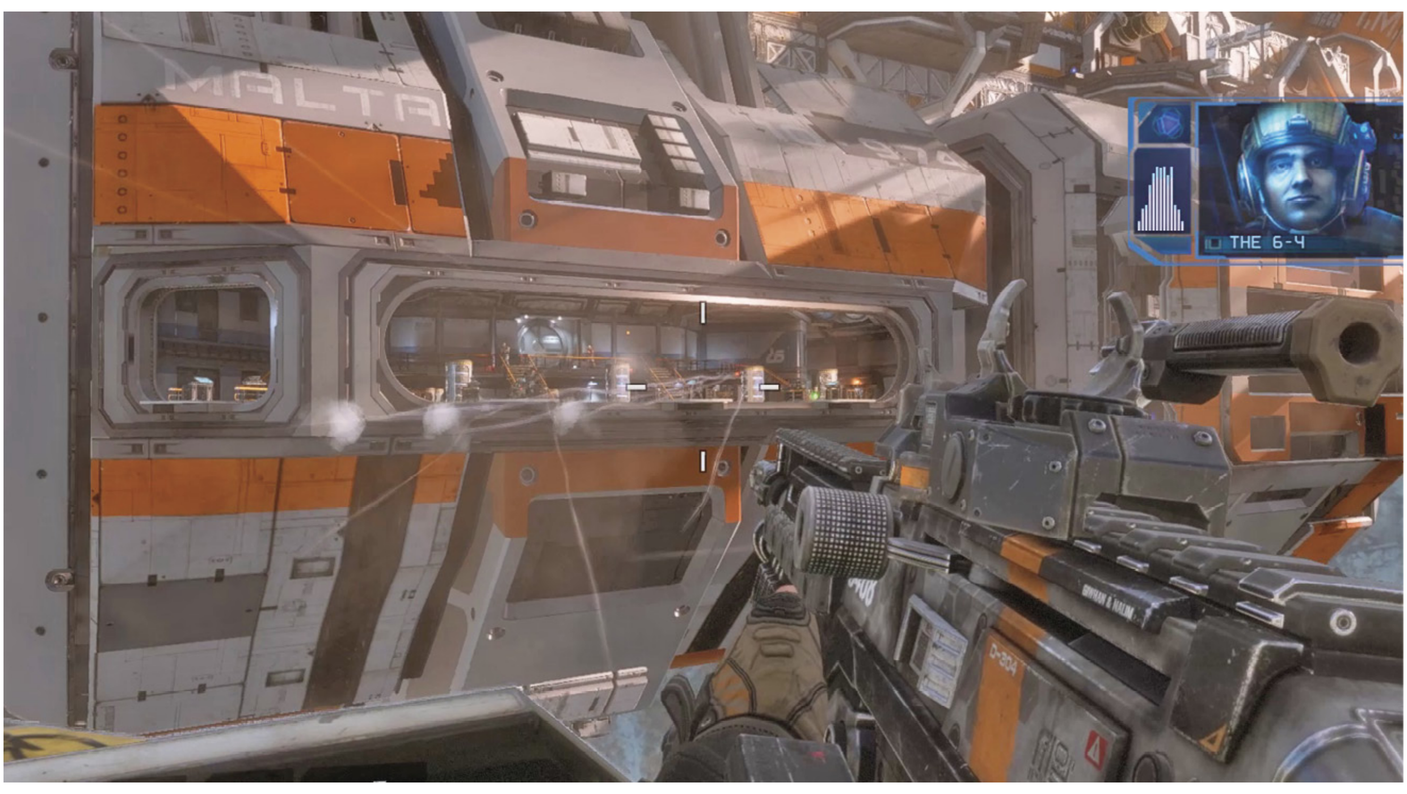
Riding in an IMC transport, you're in hot pursuit of the Draconis, along with most of the Militia fleet. Militia forces are making good progress until they come under attack by an airborne Titan piloted by Viper, a veteran IMC Pilot, turned mercenary. After shooting down a few Militia ships, Viper turns his rockets on your transport. The detonating rockets rock the ship, causing you and BT to fall out.



As you fall, an unknown ship swoops in beneath you, catching you and BT. The ship is piloted by Robert Barker, a veteran of the conflict between the IMC and Militia. Briggs is happy Barker showed up, but is more concerned with the IMC battleship Malta. The Malta is preventing Militia ships from getting close to the Draconis. Briggs needs you onboard the Malta now. Working with BT, Blackbird 6-4, a Militia ship, offers to help you reach the Malta. Step toward BT as he prepares to throw you toward the Malta.



BT takes his time calculating the throw before tossing you toward the Malta. The throw drops short of reaching the massive battleship, but Barker is there to catch you, flying his ship just beneath you. Once onboard Blackbird 6-4, glance to the left to spot the Malta. The plan is to drop you off at the ship's stern. You'll have to fight your way through the Malta's interior to reach the bridge. As Blackbird 6-4 flies alongside the Malta, listen carefully. The pilot tells you when to make your jump. In the meantime, take aim at the grunts onboard the Malta and open fire. If you miss the chance to jump, Blackbird 6-4 pulls away and gives you another attempt. Run off the ship's left wing and double jump toward the window-like opening at the back of the Malta.

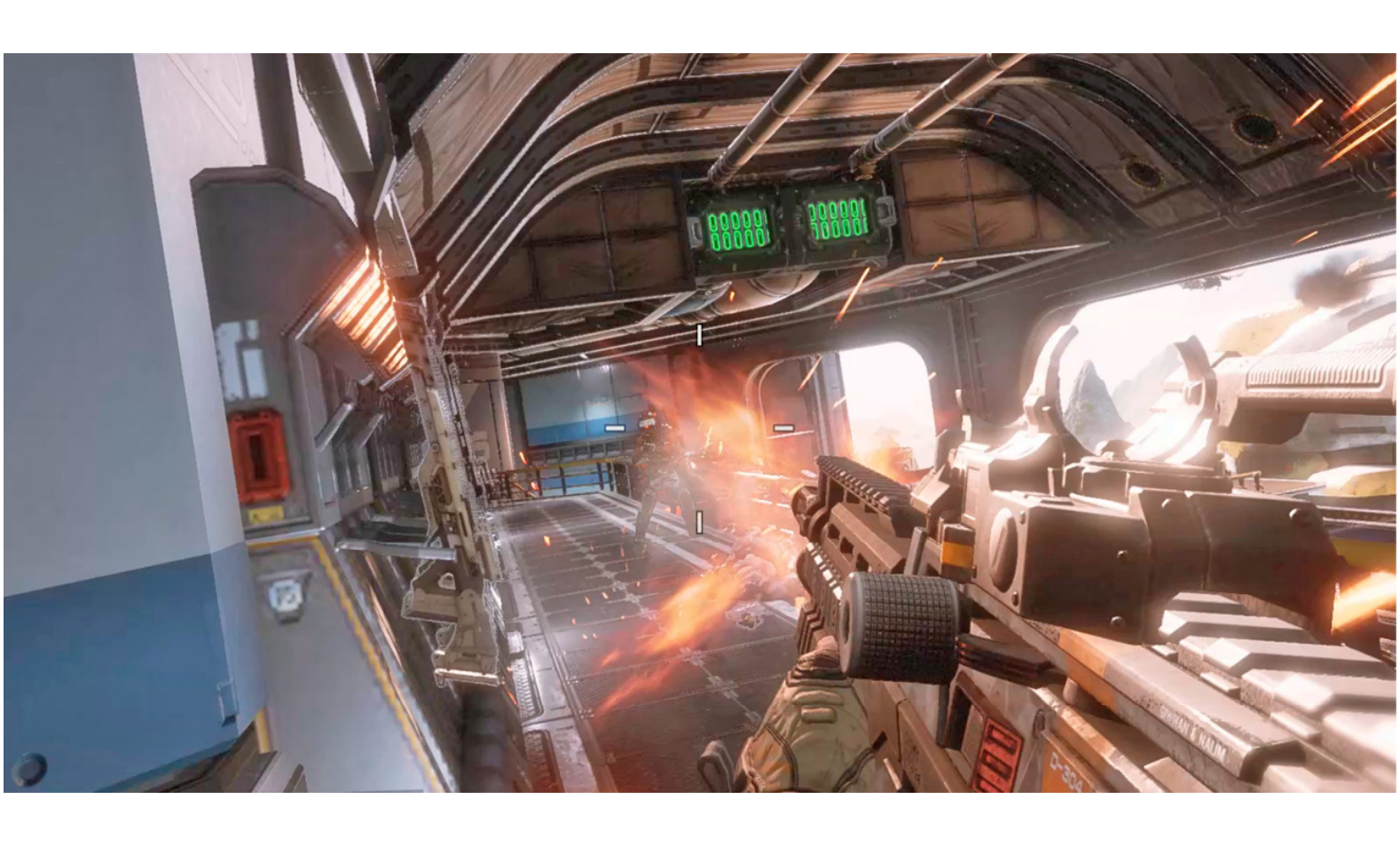


TITANFALL 2

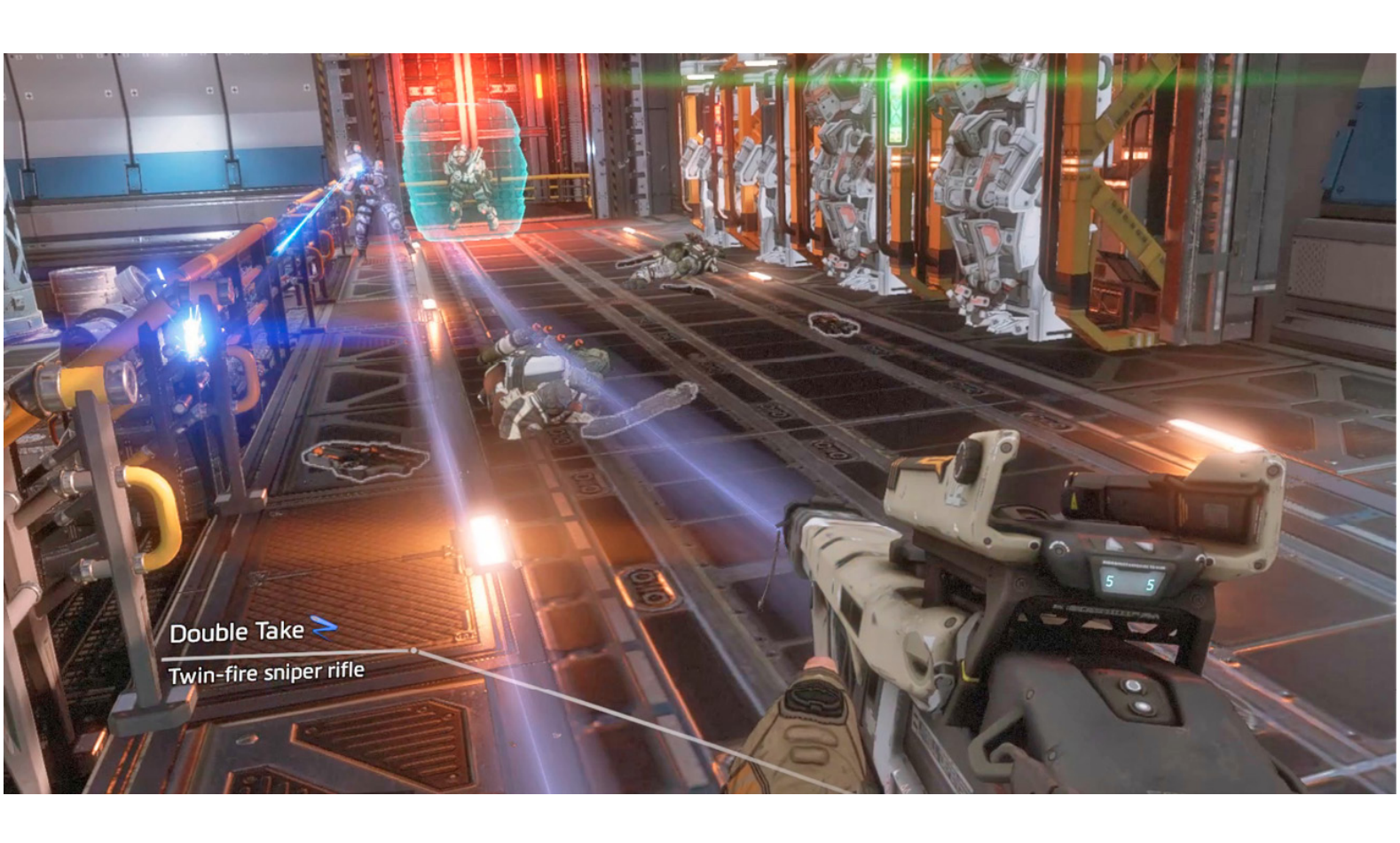
The Ark

IMS Malta

When you hit the deck of the Malta, you don't have much time to get your bearings. You immediately come under attack by multiple IMC grunts. Activate Cloak and seek cover before attempting to return fire. Ascend the nearby catwalk and clear it of grunts and then fire down on the enemies below. On the catwalk there's a weapon rack containing Double Take Sniper Rifles, Mastiff Shotguns, Spitfire Light Machine Guns, and Volt Submachine Guns. Settle on a Spitfire and a Double Take for this fight.



Advance along the deck, clearing out grunts along the way. Just ahead, a couple of grunts attempt to activate four Stalkers. If you shoot the grunts before they reach the controls, you can prevent them from activating the Stalkers. Meanwhile, a shield captain and a few more grunts arrive via a lift at the end of the corridor. Keep your distance from the shield captain and pick off grunts and Stalkers with the Double Take Sniper Rifle. When the shield captain is isolated, use Cloak to flank him. But don't board the lift just yet.

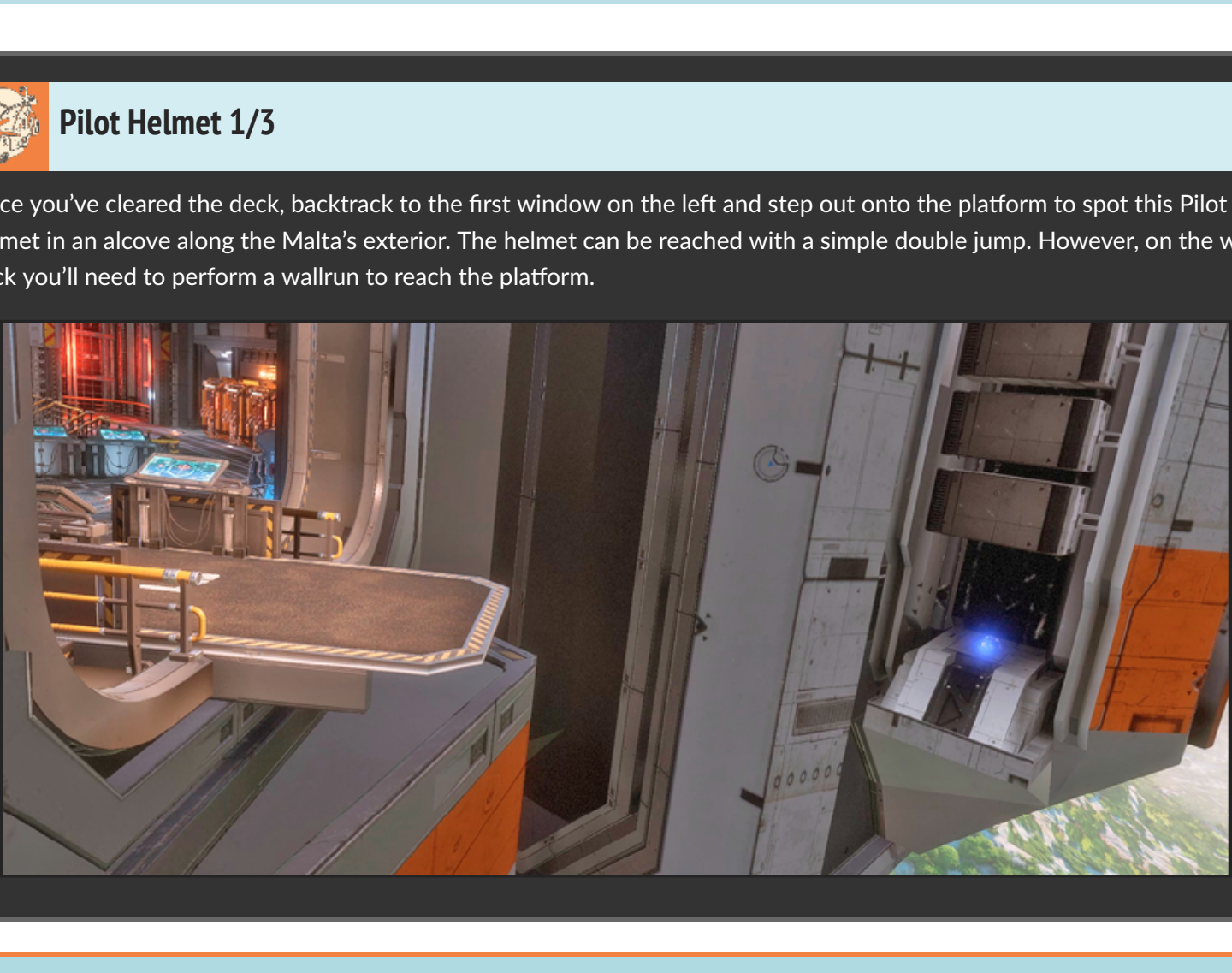


STALKER L-STAR

If you allow at least one bank of Stalkers to be activated, you can acquire an L-Star from one of the destroyed Stalkers. Consider swapping out your Spitfire in exchange for an L-Star. This energy-based weapon will come in handy during future Stalker fights while aboard the Malta.

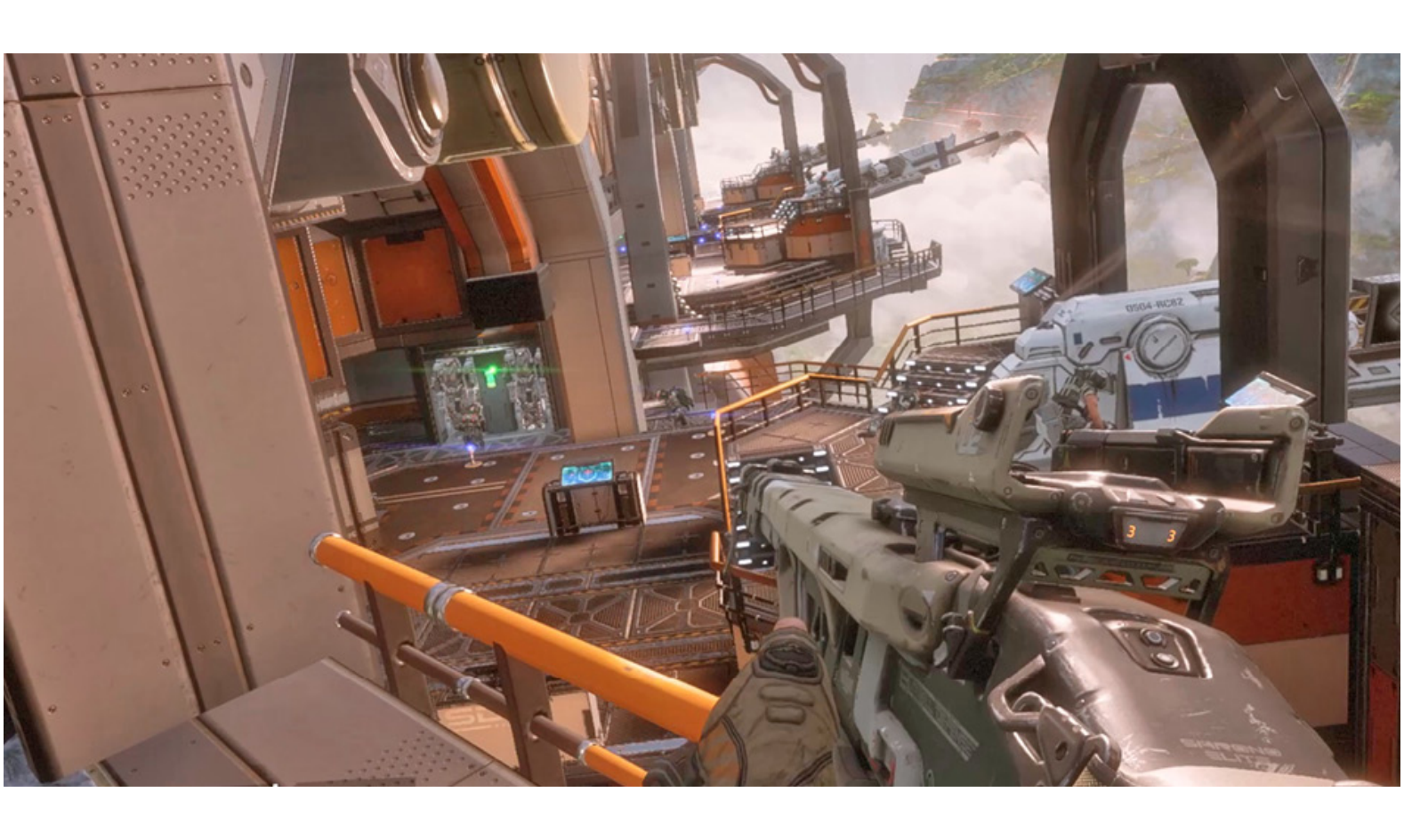
Pilot Helmet 1/3

Once you've cleared the deck, backtrack to the first window on the left and step out onto the platform to spot this Pilot helmet in an alcove along the Malta's exterior. The helmet can be reached with a simple double jump. However, on the way back you'll need to perform a wallrun to reach the platform.

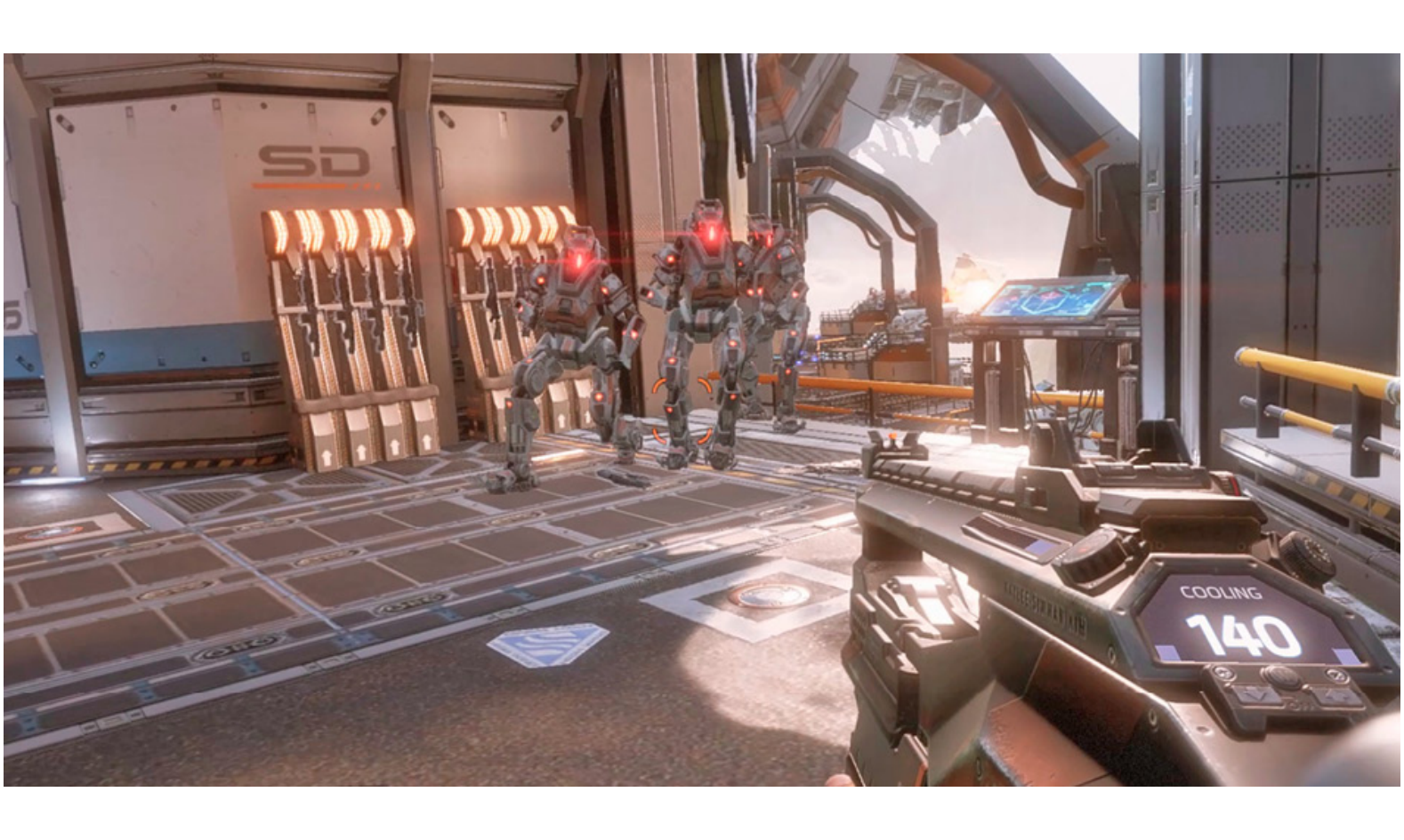


MAIN GUN BATTERY

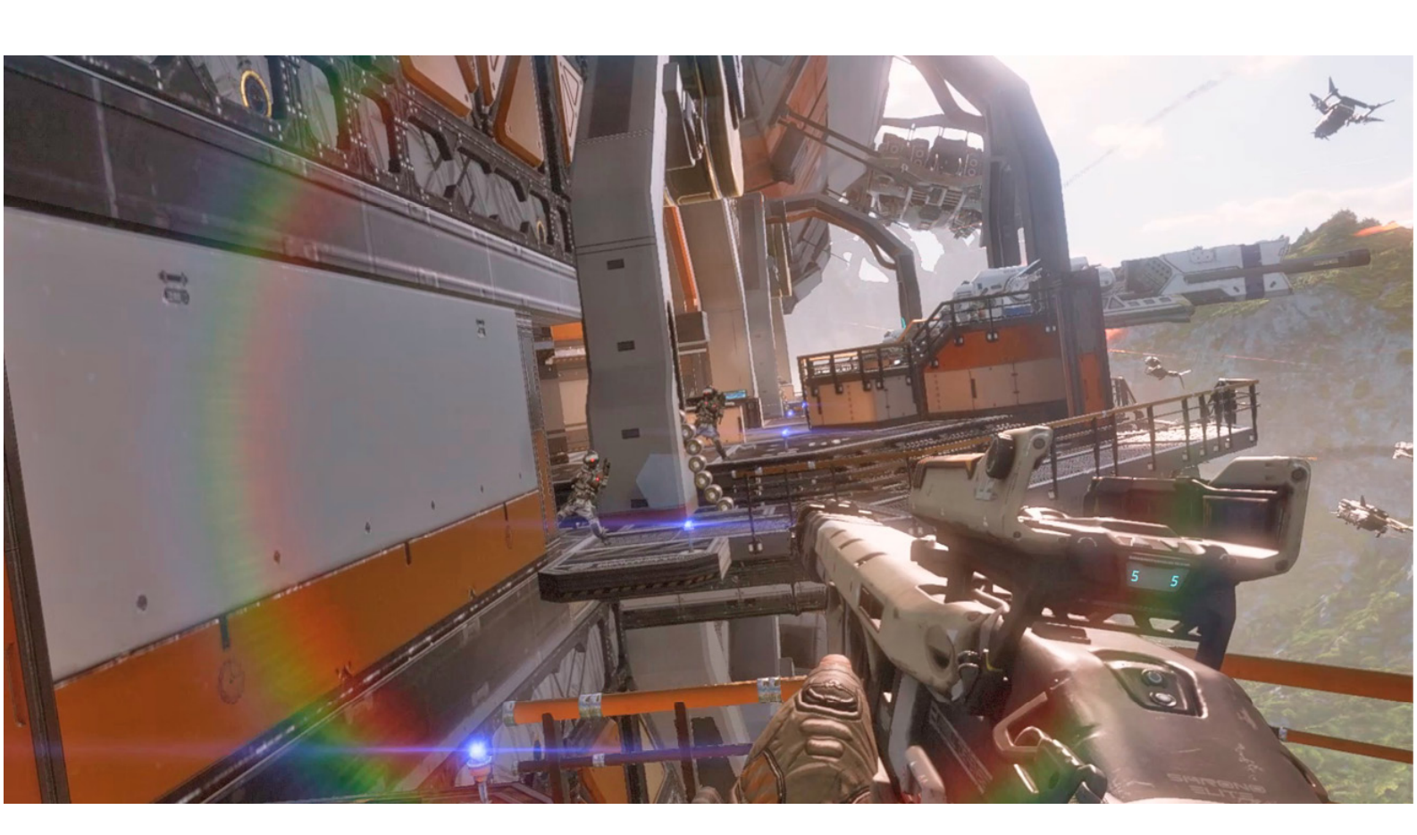
Ride the lift to the next deck. Briggs needs you to take out a few of the Malta's guns, as they've just destroyed the Militia's MCS Braxton. Step onto the platform and eliminate a lone grunt without being noticed. Next, peer over the railing to the left to locate the first gun. It's manually operated by a grunt sitting behind its controls. Take aim with the Double Take Sniper Rifle and eliminate the grunt operating the gun. Hold onto this elevated perch and take out more grunts below. Try to prevent the nearby Stalkers from being activated by shooting anyone who approaches the green-lit panel on the charging node.

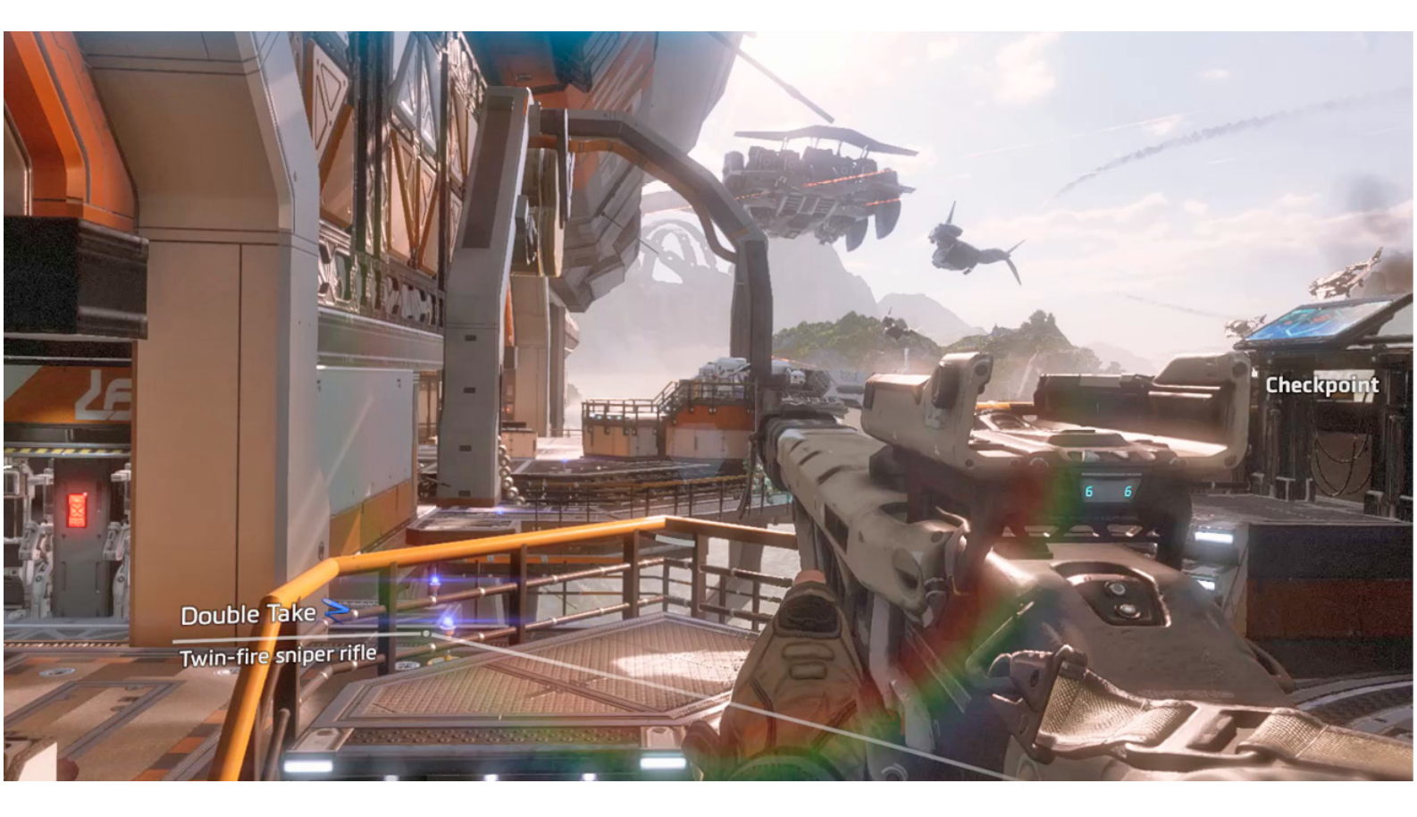


You can't stop all the Stalkers on the deck from being activated. If necessary, retreat farther back and engage the Stalkers as they hop over the platform's railing. Activate Cloak and ambush them with a well-placed grenade. Further immobilize them by shooting off their legs with an L-Star. Remember, try to hit their red "backpack" to trigger a large explosion, damaging and potentially destroying nearby Stalkers. Dealing with multiple Stalkers in such a confined space isn't easy, but it's better to draw them here than it is to confront them on the deck below where they're assisted by grunts.

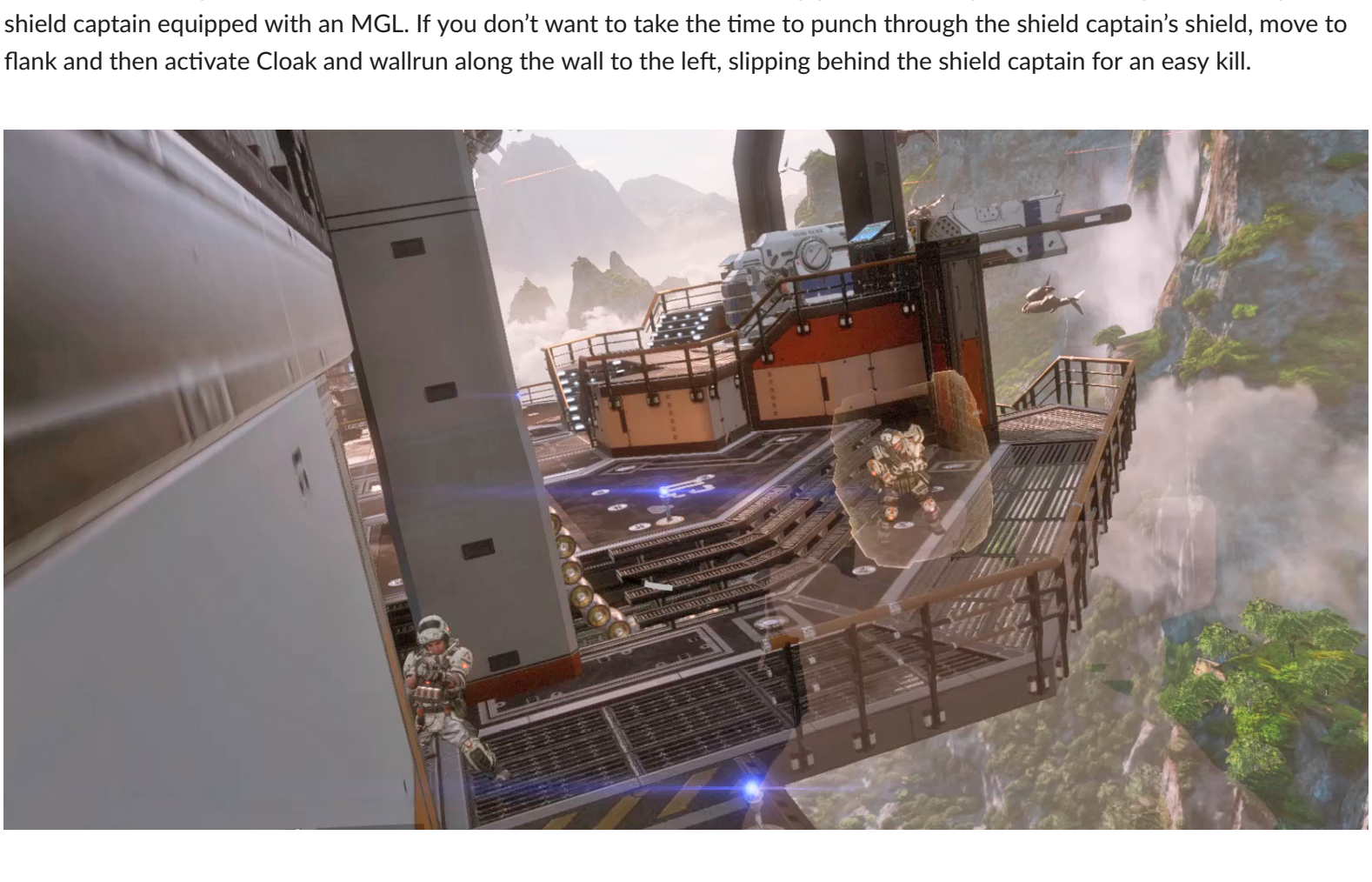


With the Stalkers down, drop down onto the deck and cautiously advance toward the second gun. Watch your corners because there may be grunts hidden behind cover. When the second gun comes into view, clear out the grunts nearby and then take out the gunner using the Double Take. Wallrun along the wall to the left and continue your assault.

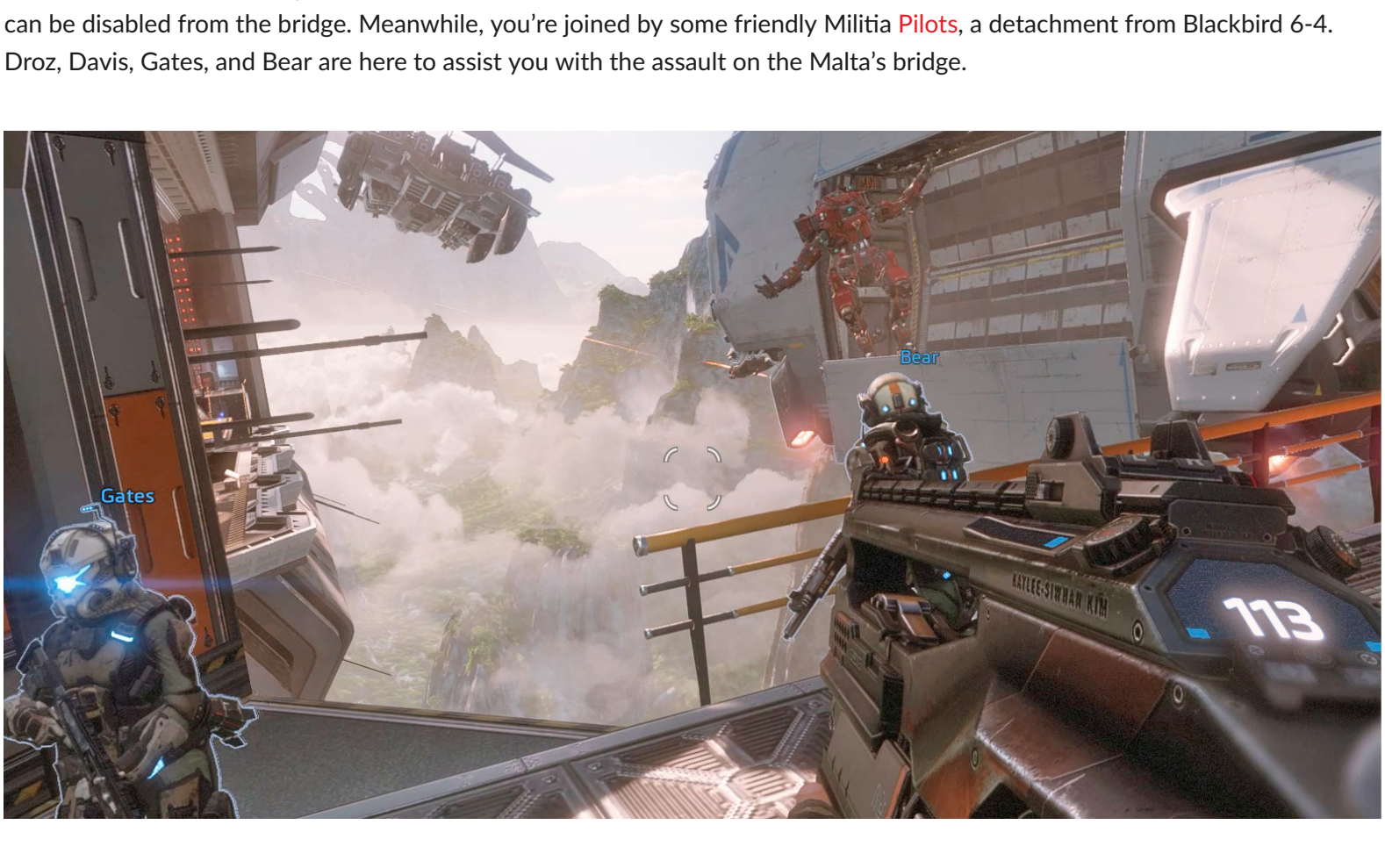




Step onto the second gun's platform and aim toward the third gun in the distance. It's a long shot, but the elevated platform gives you a good line of sight on the third gunner. Use the Double Take to eliminate the third gunner, finally silencing the Malta's starboard gun battery. Hold this position and pick off the remaining grunts standing near the third gun, including a shield captain equipped with an MGL. If you don't want to take the time to punch through the shield captain's shield, move to flank and then activate Cloak and wallrun along the wall to the left, slipping behind the shield captain for an easy kill.

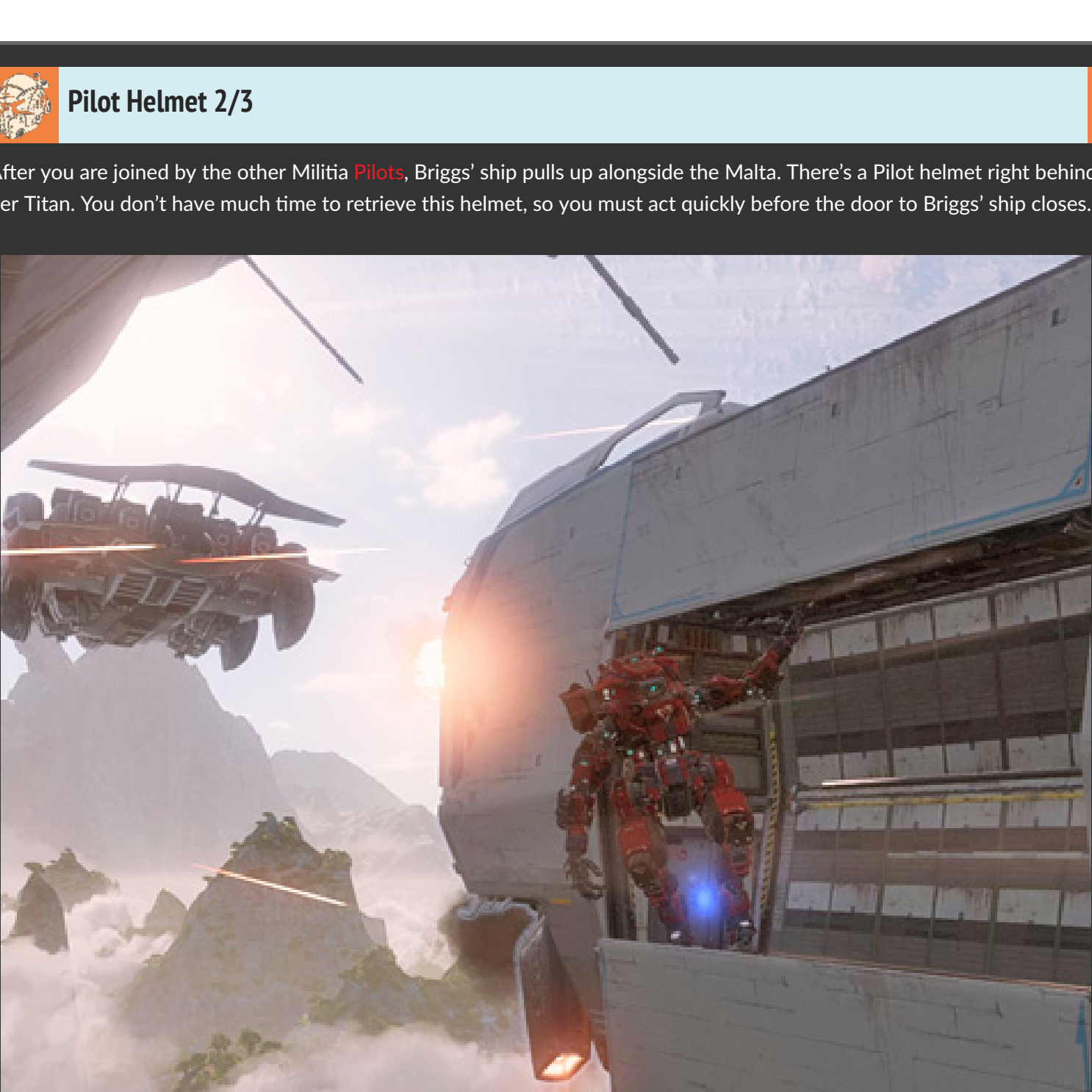


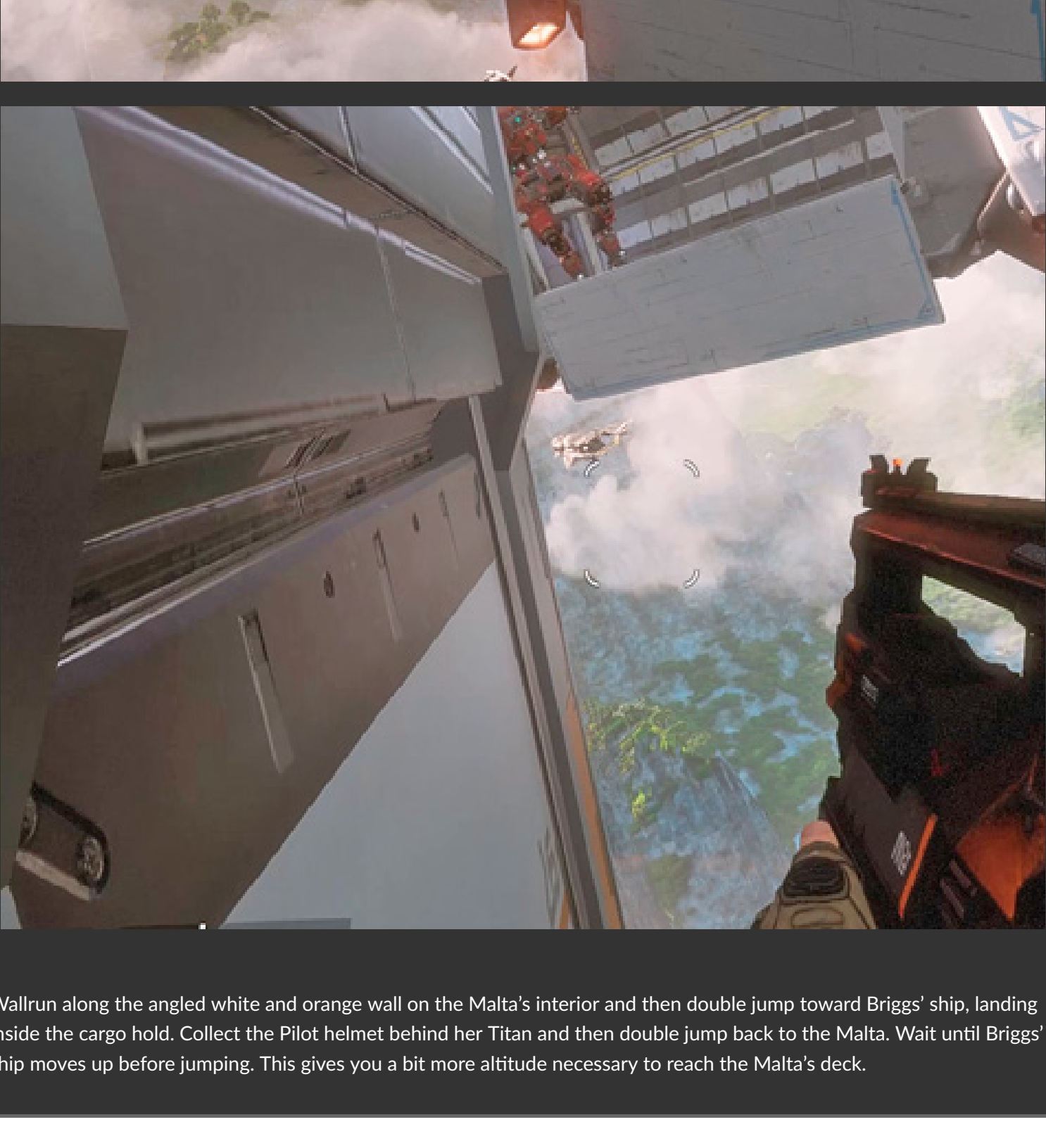
As you approach the third gun, BT reports that that there are still anti-aircraft cannons active on the deck of the Malta. They can be disabled from the bridge. Meanwhile, you're joined by some friendly Militia Pilots, a detachment from Blackbird 6-4. Droz, Davis, Gates, and Bear are here to assist you with the assault on the Malta's bridge.



Pilot Helmet 2/3

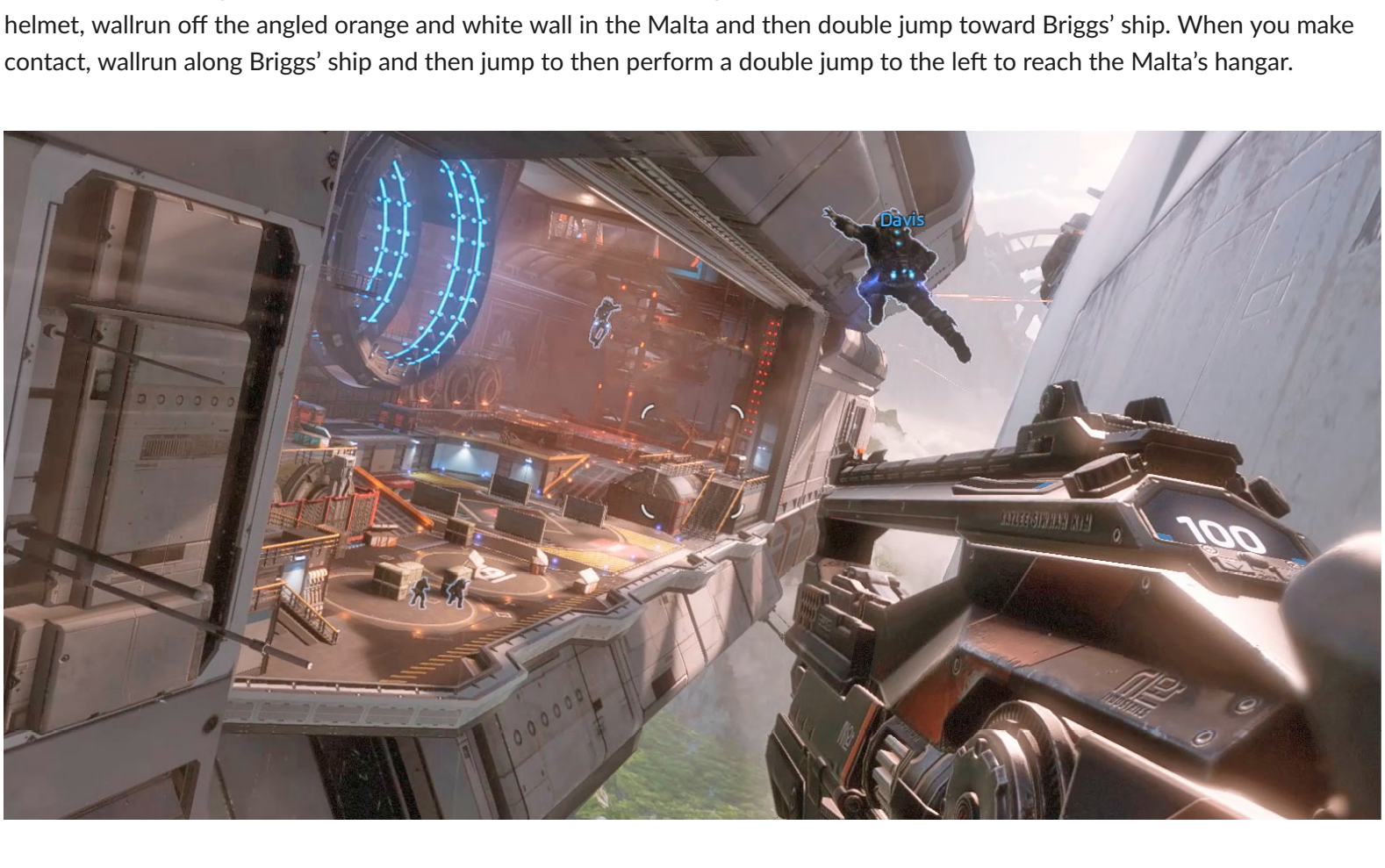
After you are joined by the other Militia Pilots, Briggs' ship pulls up alongside the Malta. There's a Pilot helmet right behind her Titan. You don't have much time to retrieve this helmet, so you must act quickly before the door to Briggs' ship closes.





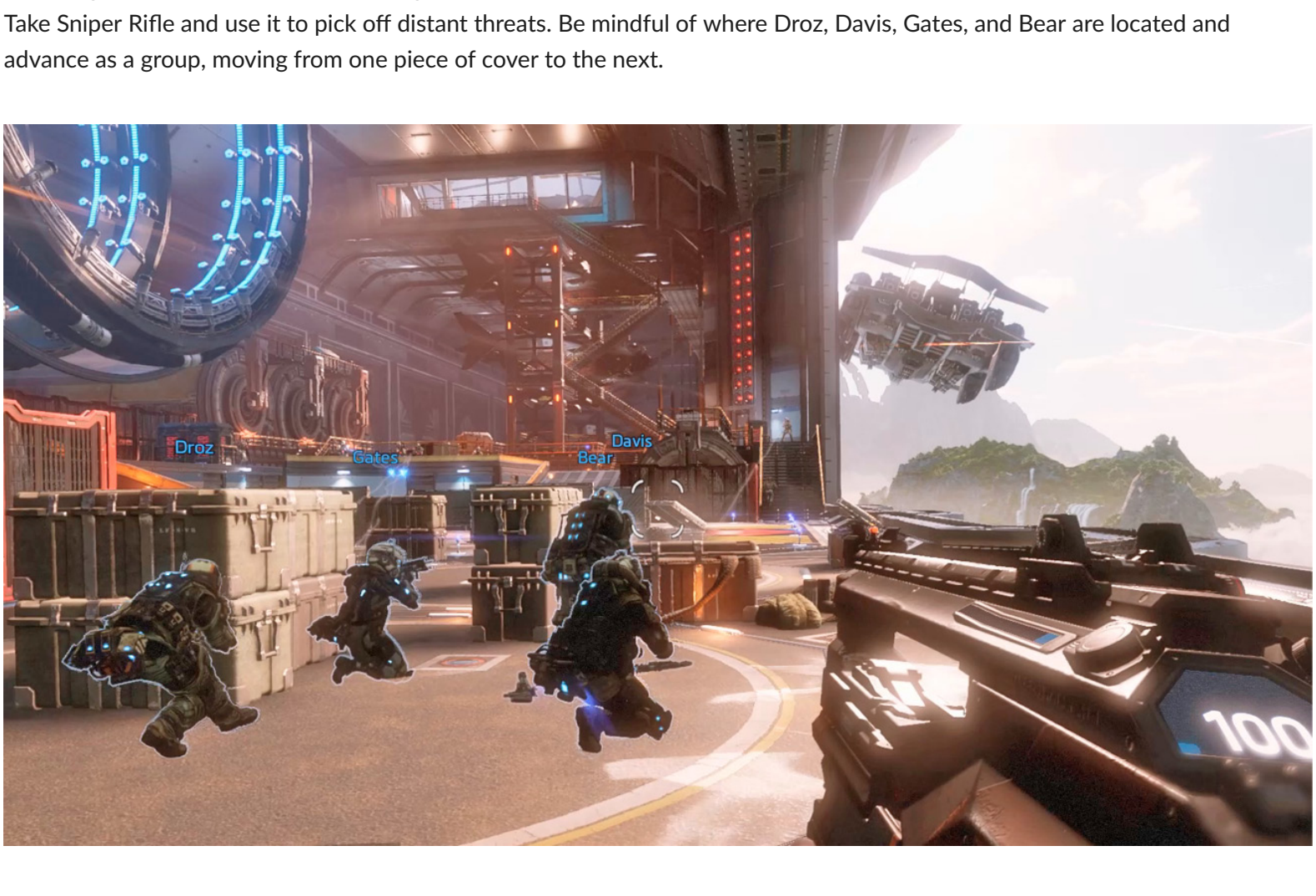
Wallrun along the angled white and orange wall on the Malta's interior and then double jump toward Briggs' ship, landing inside the cargo hold. Collect the Pilot helmet behind her Titan and then double jump back to the Malta. Wait until Briggs' ship moves up before jumping. This gives you a bit more altitude necessary to reach the Malta's deck.

Back on the Malta, follow the other Militia Pilots as they use Briggs' ship to perform a wallrun. The cargo hold of Briggs' ship is now closed, allowing you to use the exterior as a flat surface along which to run. As you did when you retrieved the Pilot helmet, wallrun off the angled orange and white wall in the Malta and then double jump toward Briggs' ship. When you make contact, wallrun along Briggs' ship and then jump to then perform a double jump to the left to reach the Malta's hangar.

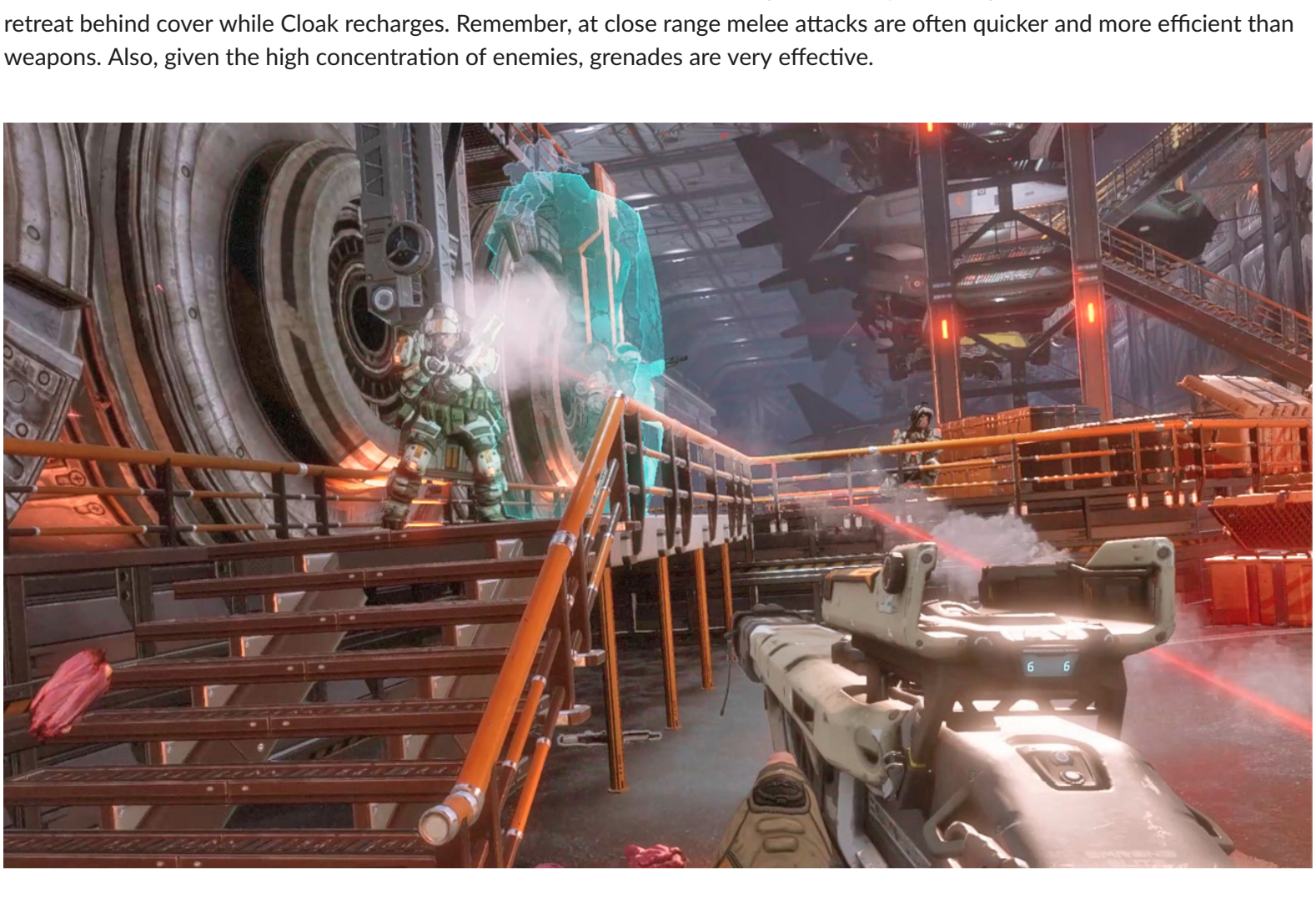


HANGAR

The hangar is heavily defended by IMC grunts. Fortunately, you're not alone. Immediately take cover and equip the Double Take Sniper Rifle and use it to pick off distant threats. Be mindful of where Droz, Davis, Gates, and Bear are located and advance as a group, moving from one piece of cover to the next.

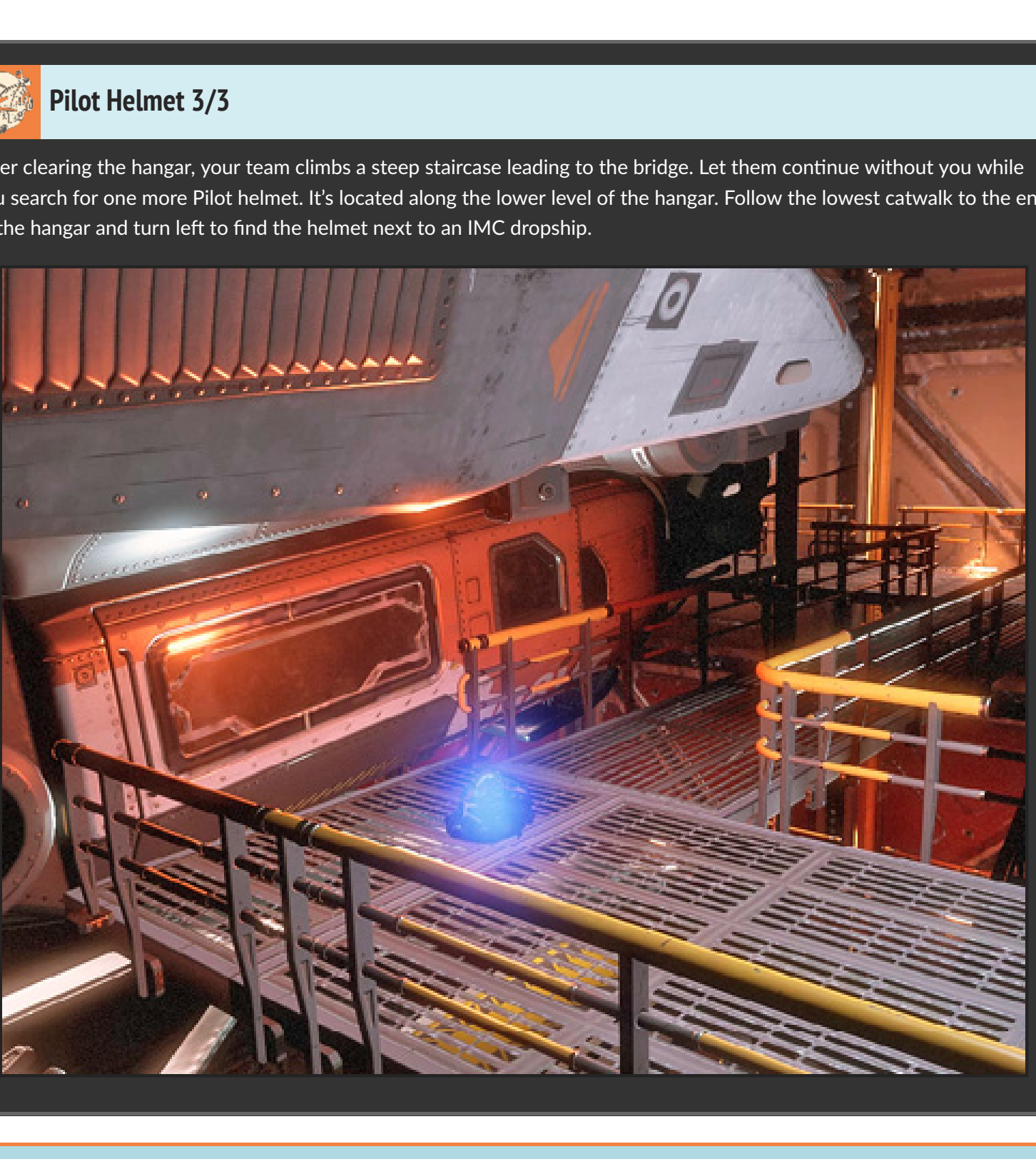


As the other Militia Pilots move to flank, follow suit. Activate Cloak and sneak up on enemy grunts, singling out the shield captains first. But be careful not to advance too quickly. Hit and fade, using Cloak and jumps to get behind the enemy and then retreat behind cover while Cloak recharges. Remember, at close range melee attacks are often quicker and more efficient than weapons. Also, given the high concentration of enemies, grenades are very effective.



Pilot Helmet 3/3

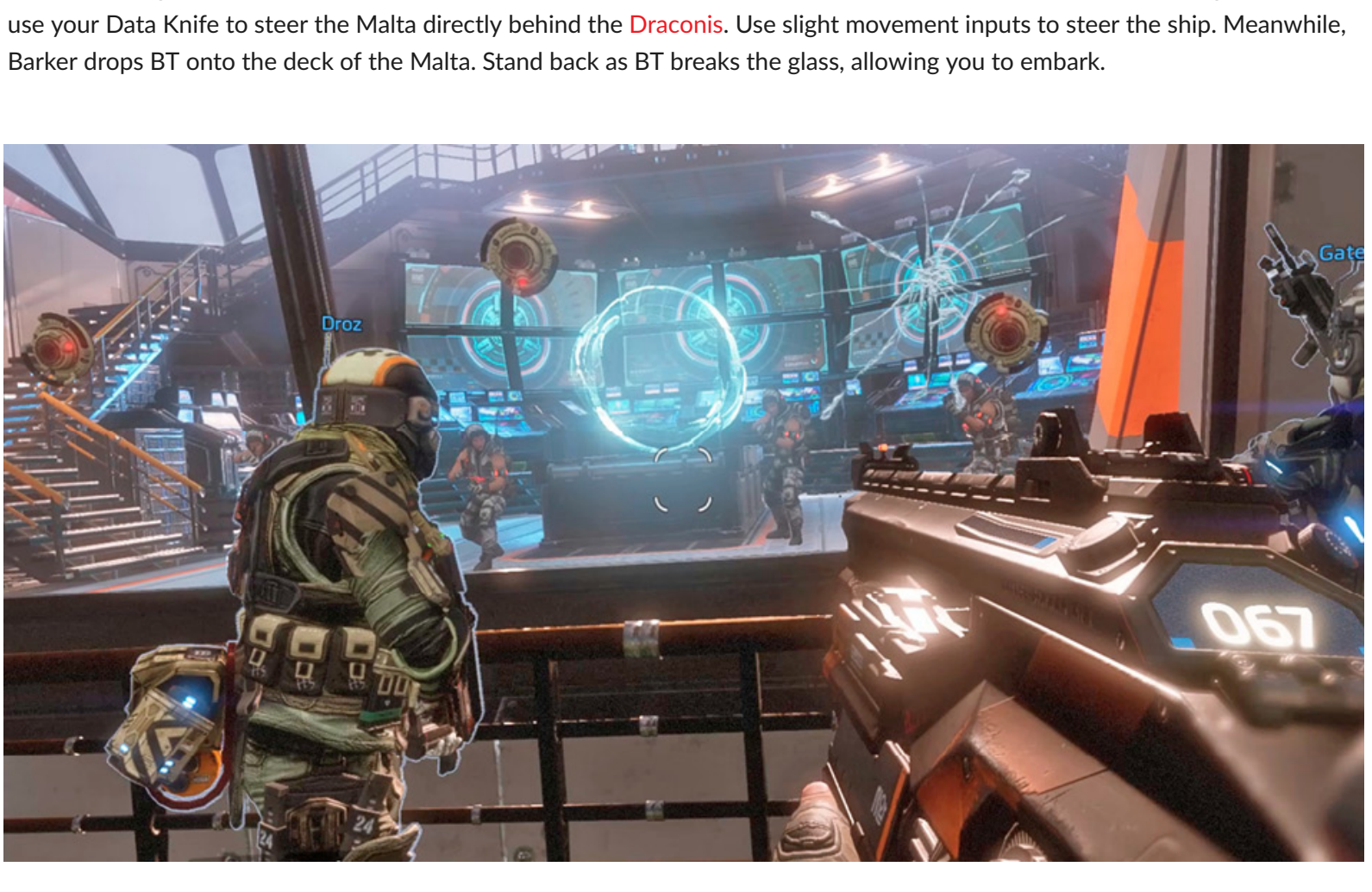
After clearing the hangar, your team climbs a steep staircase leading to the bridge. Let them continue without you while you search for one more Pilot helmet. It's located along the lower level of the hangar. Follow the lowest catwalk to the end of the hangar and turn left to find the helmet next to an IMC dropship.

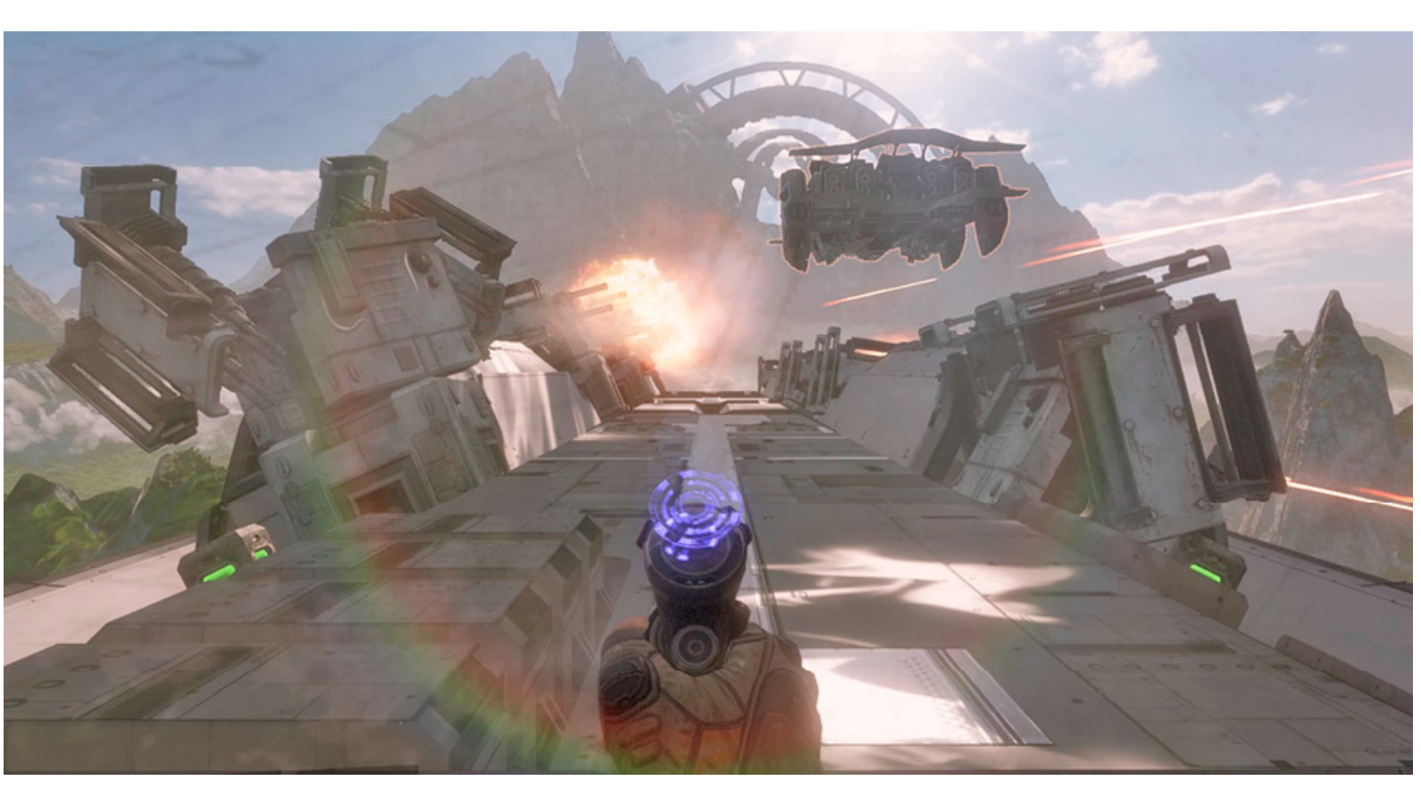


BRIDGE

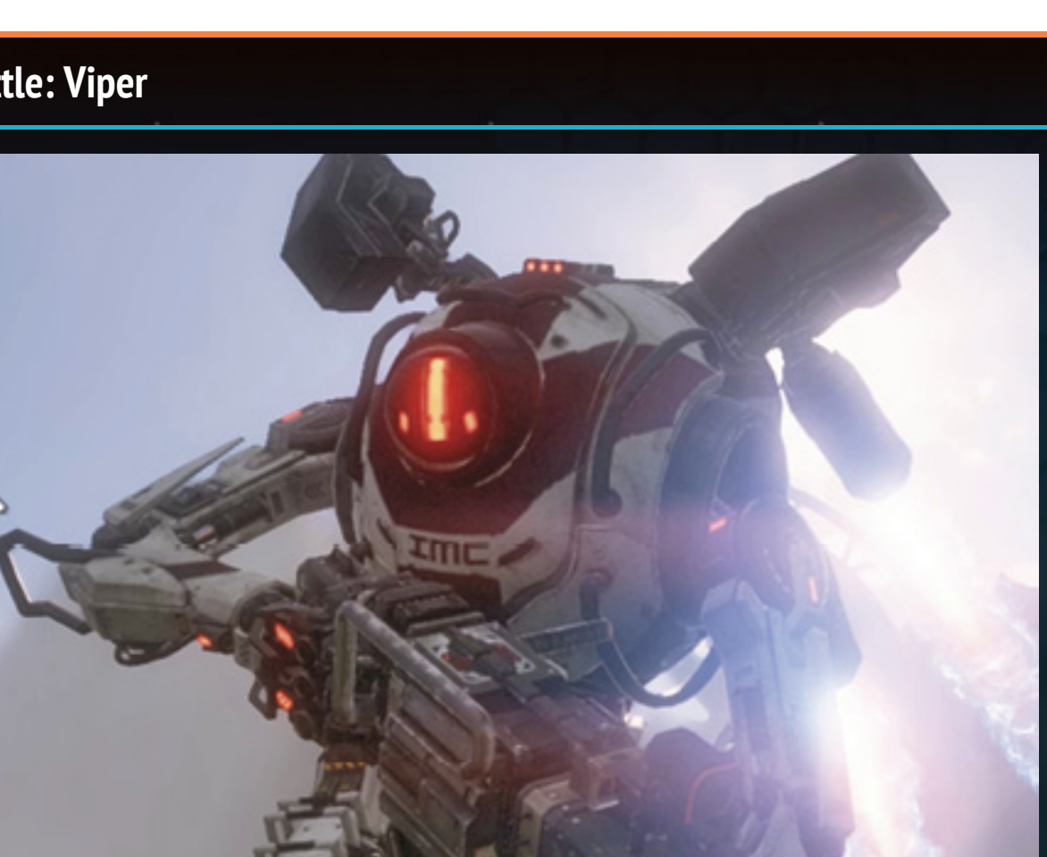
Backtrack to the staircase leading up to the bridge and rendezvous with your team. They'll wait for you before initiating their attack. The glass window into the bridge is bulletproof, but your team members have brought along shaped charges, ideal for breaching such barriers. Take aim at the grunts on the other side of the glass while Droz, Davis, Gates, and Bear attach charges to the window. The charges detonate, shattering the window and allowing you and your team to mow down the grunts occupying the bridge.

Enter the bridge and climb the stairs to the main console. Interact with the console to deactivate the anti-aircraft guns. Next, use your Data Knife to steer the Malta directly behind the Draconis. Use slight movement inputs to steer the ship. Meanwhile, Barker drops BT onto the deck of the Malta. Stand back as BT breaks the glass, allowing you to embark.





Boss Battle: Viper



Faction: Apex Predators

Role: Veteran ex-IMC test pilot, turned mercenary.

Age: 45

Skills: Extreme situational awareness. Pulling sustained Gs (in excess of 12Gs) with a special G-suit.

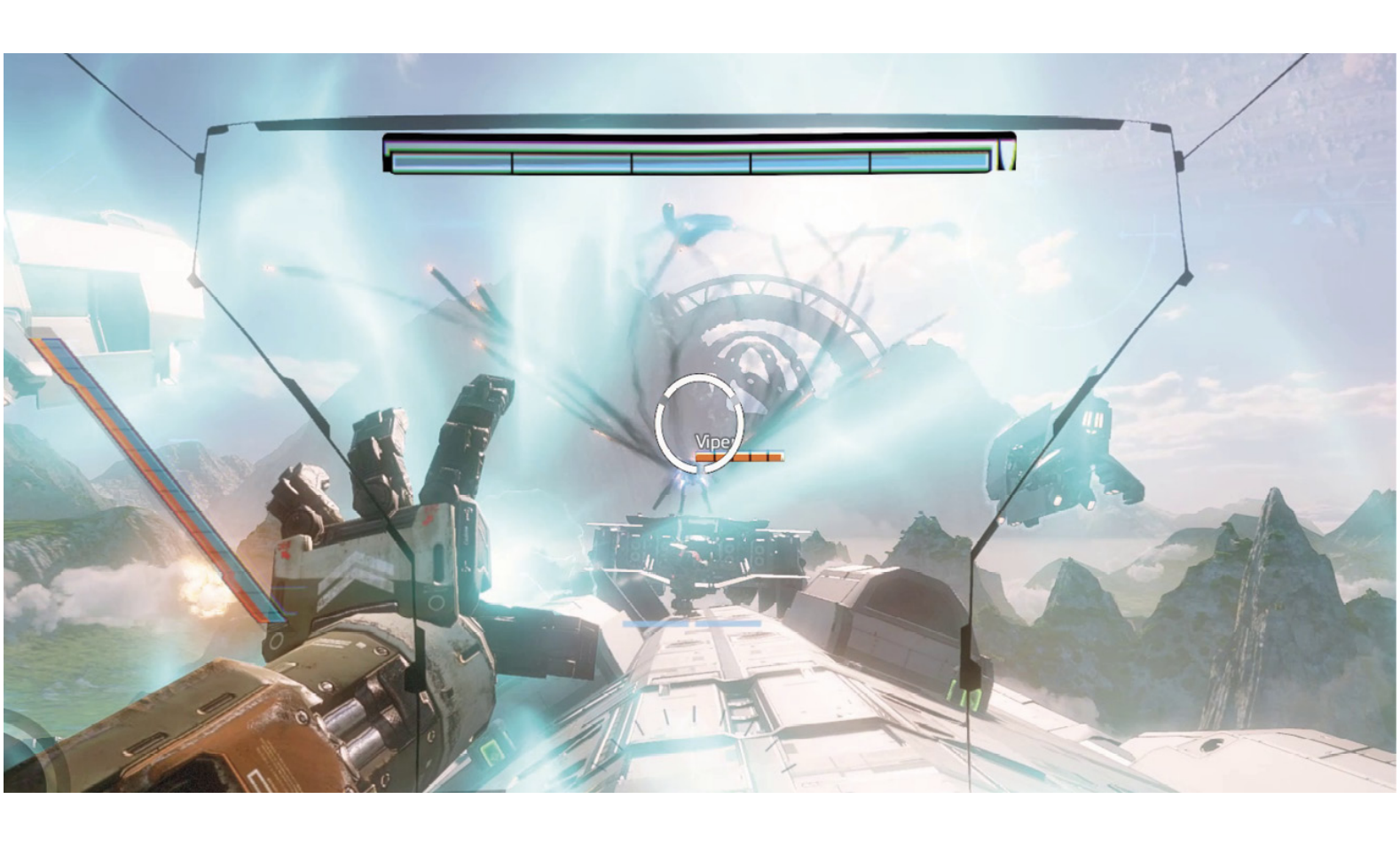
Personal Titan: Northstar (heavily modified with black market components for sustained flight operations)

History: Classified by order of IMC test pilot program "Pegasus."

"Fox Two. Splash one. What a beautiful kill." – Viper

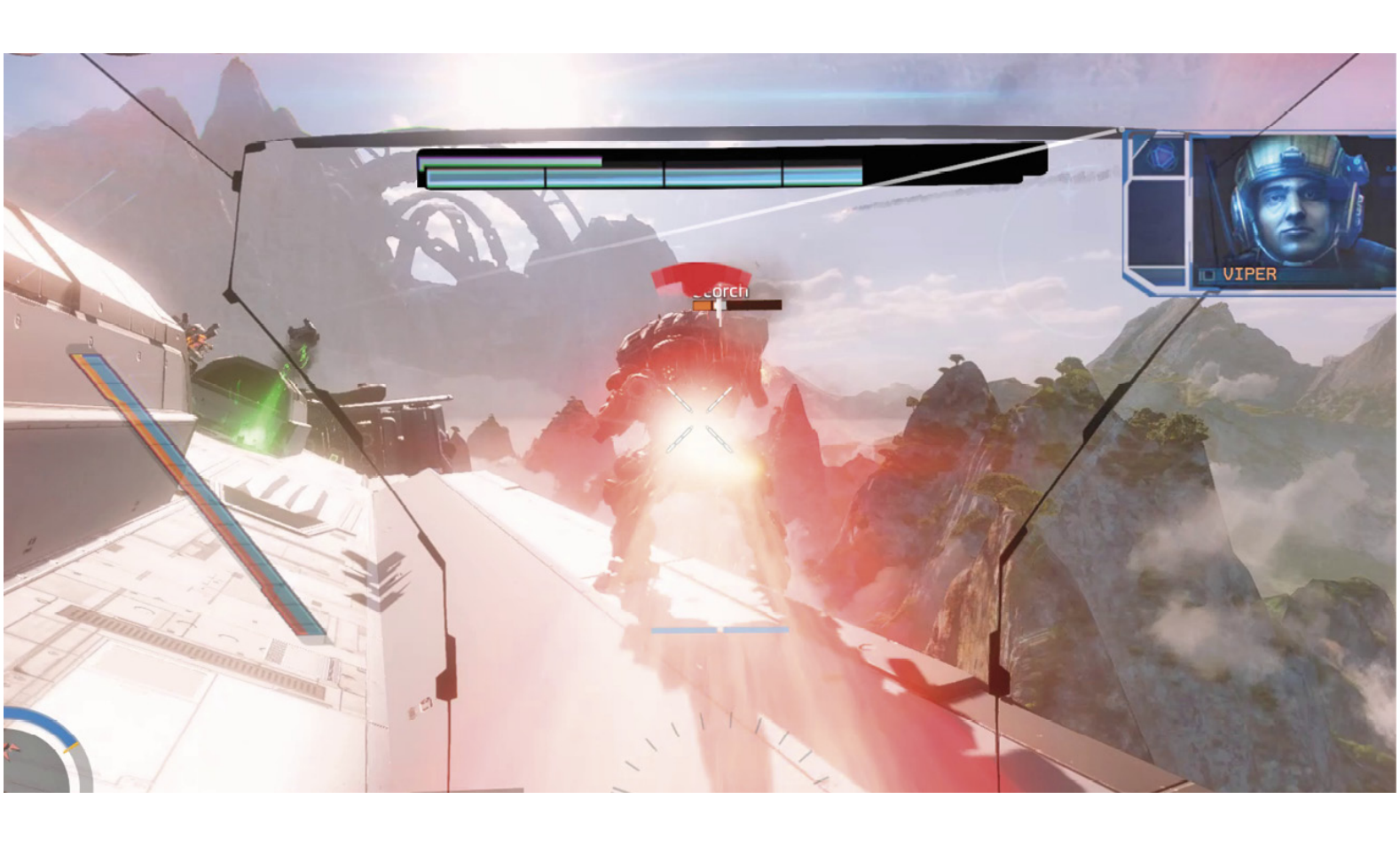
As you take control of BT, Viper returns, promising to end your journey. Viper pilots a heavily modified Northstar Titan capable of advanced aerial maneuvers. Consider equipping the Expedition or Ion Loadout, as you'll definitely want a Vortex Shield and a weapon capable of sustained rapid fire.

Viper begins his attack by firing a massive salvo of rockets in your direction. Since there isn't much room to maneuver on the hull of the Malta, deploy the Vortex Shield to block and redirect the incoming rockets.

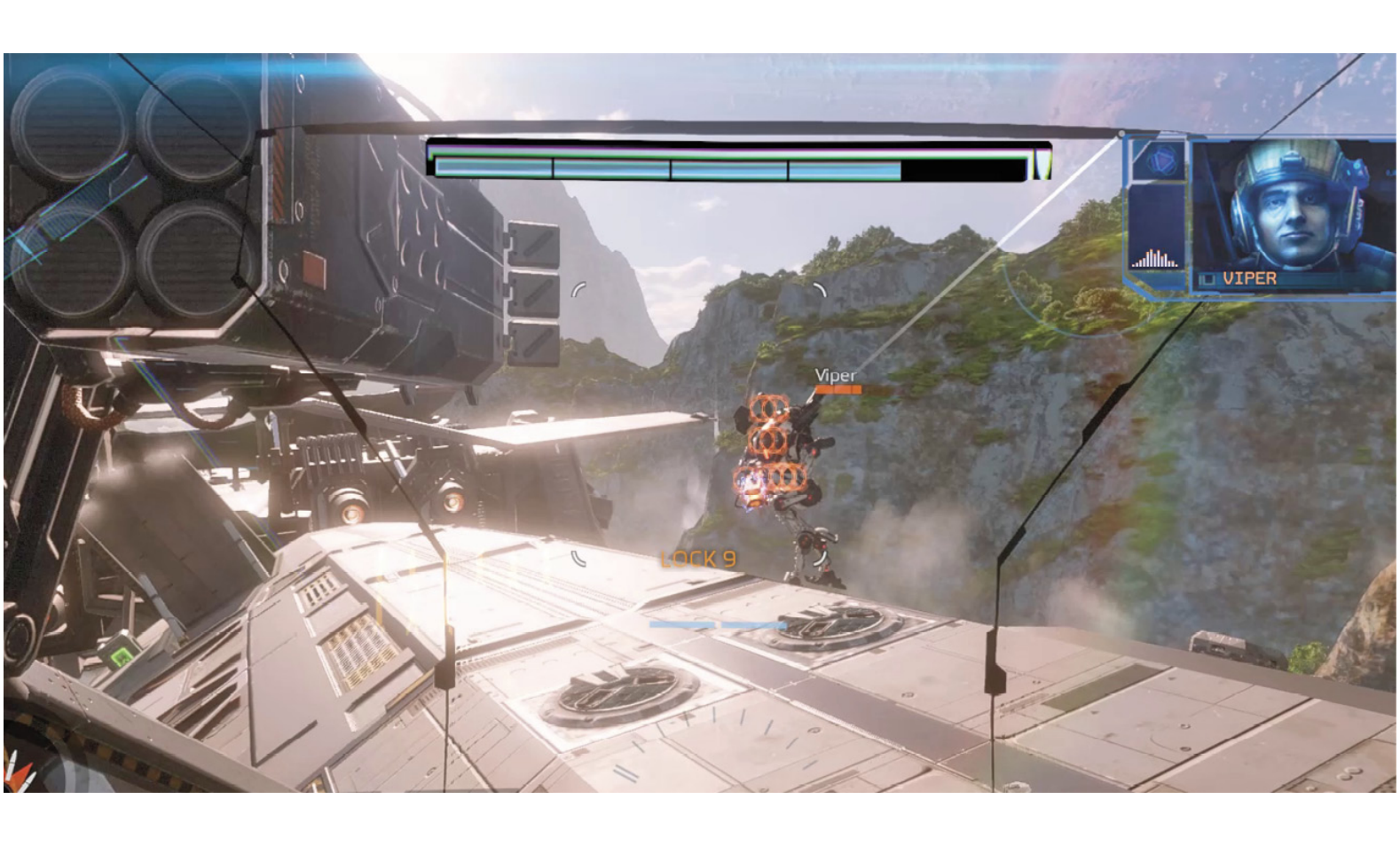


After evading the first attack, turn your attention to the two Scorch Titans accompanying Viper. Immediately open fire with the Ion Loadout's Splitter Rifle while deploying Trip Wires. Use the housings for the anti-aircraft guns for partial cover while engaging these fire-tossing Titans. Each hit you score builds BT's core. When it's charged, use Laser Core to inflict heavy damage on both Scorch Titans. One activation of Laser Core should be enough to destroy or severely damage both Scorch Titans.

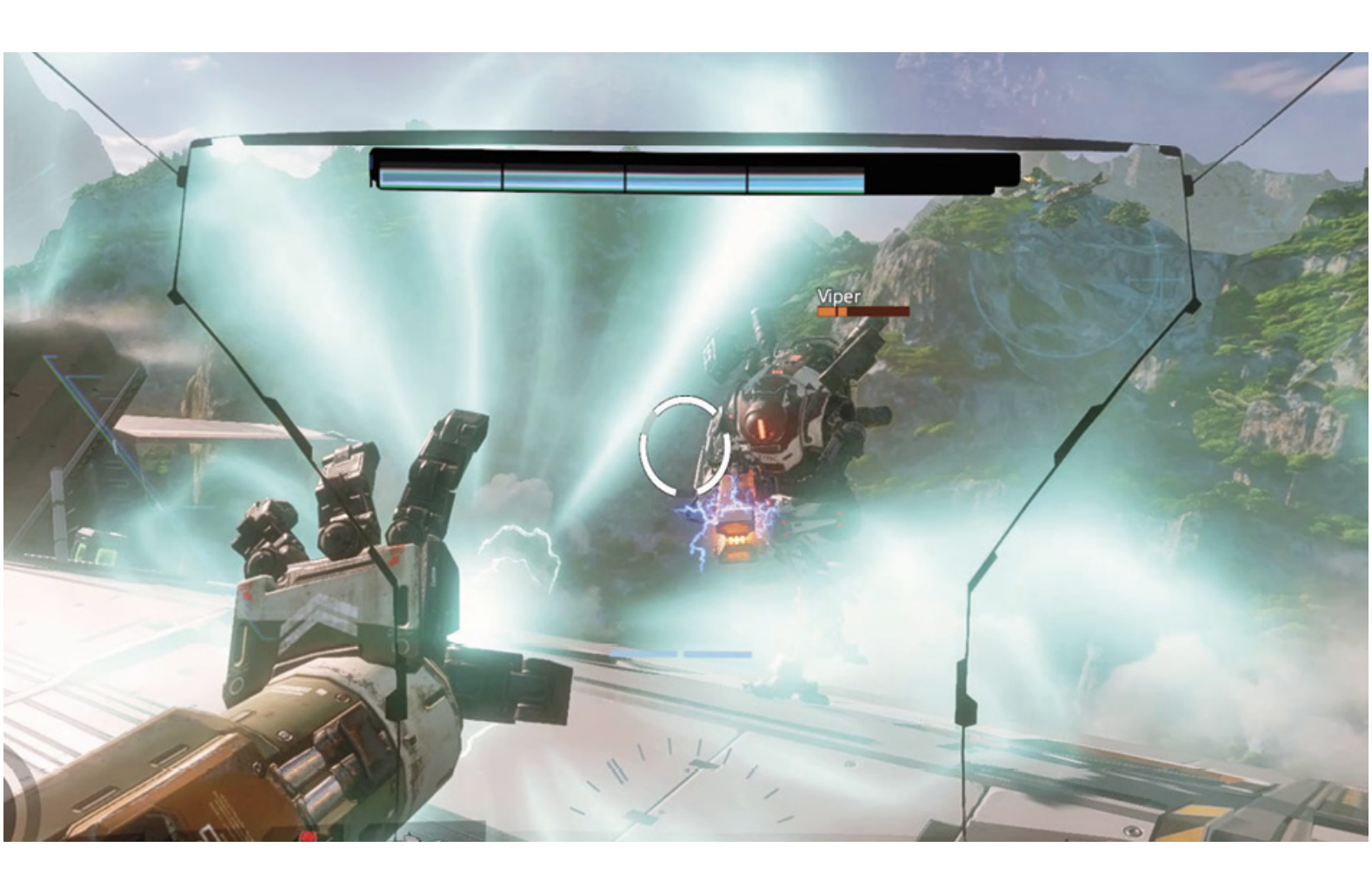
With the Scorch Titans out of the picture, set your sights on Viper. His quick movements can make him a bit difficult to track. So equip the Expedition Loadout and use the Multi-Target Missile System to score some easy hits. The Expedition's X0-16 is also perfect for chewing through Viper's shields and armor. If you take damage, retreat behind one of the anti-aircraft guns until your shields recharge. There are also a few batteries atop the Malta's deck.



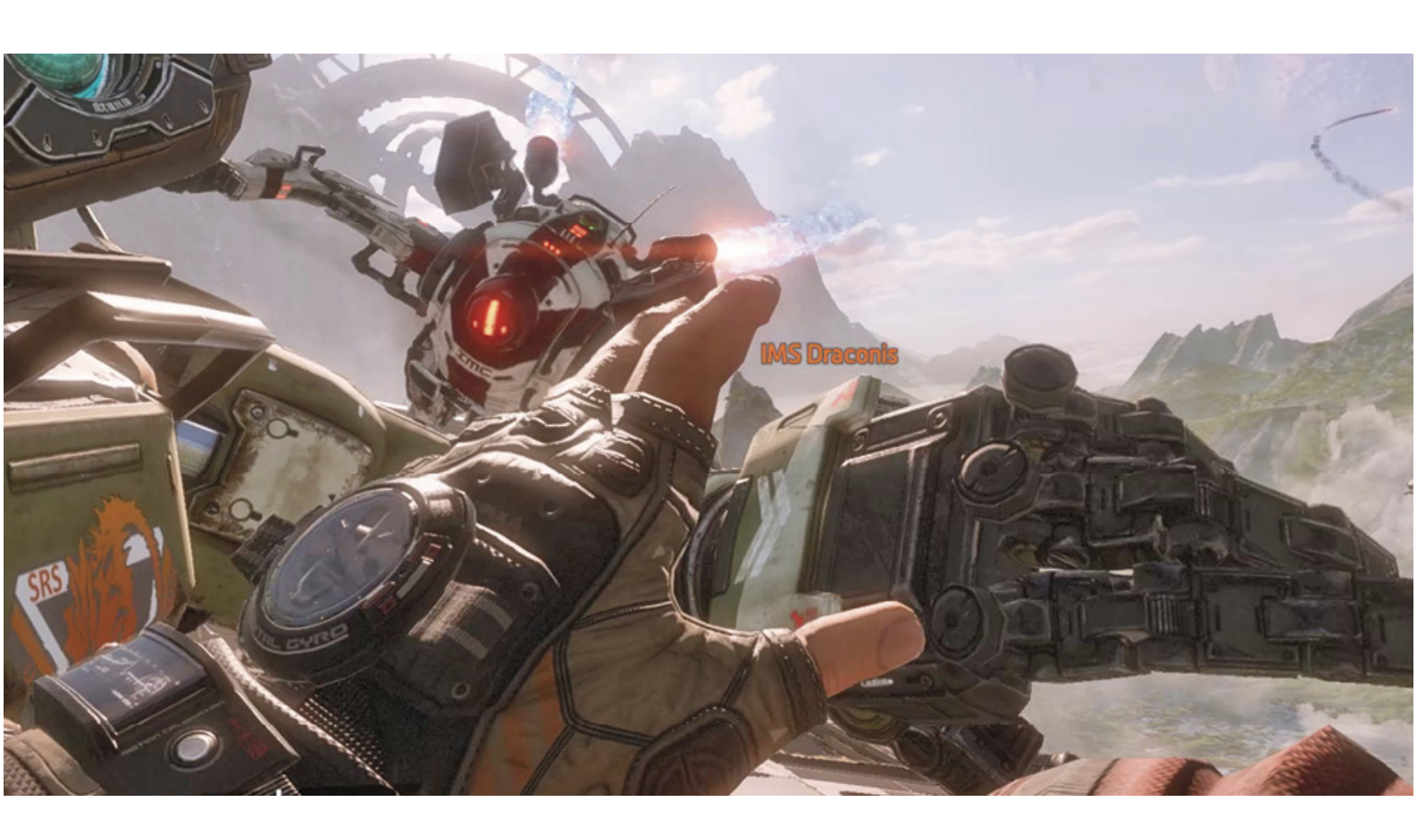
Monitor the barrel of Viper's Plasma Railgun. When it begins to glow orange, this indicates he's about to take a shot. Take this as your cue to deploy the Vortex Shield, catching and redirecting the projectile back at Viper. Keep up the attack, hitting Viper with the X0-16 and Multi-Target Missile System as he charges his weapon. When Viper's armor is depleted, his Titan spins and falls off the side of the Malta.

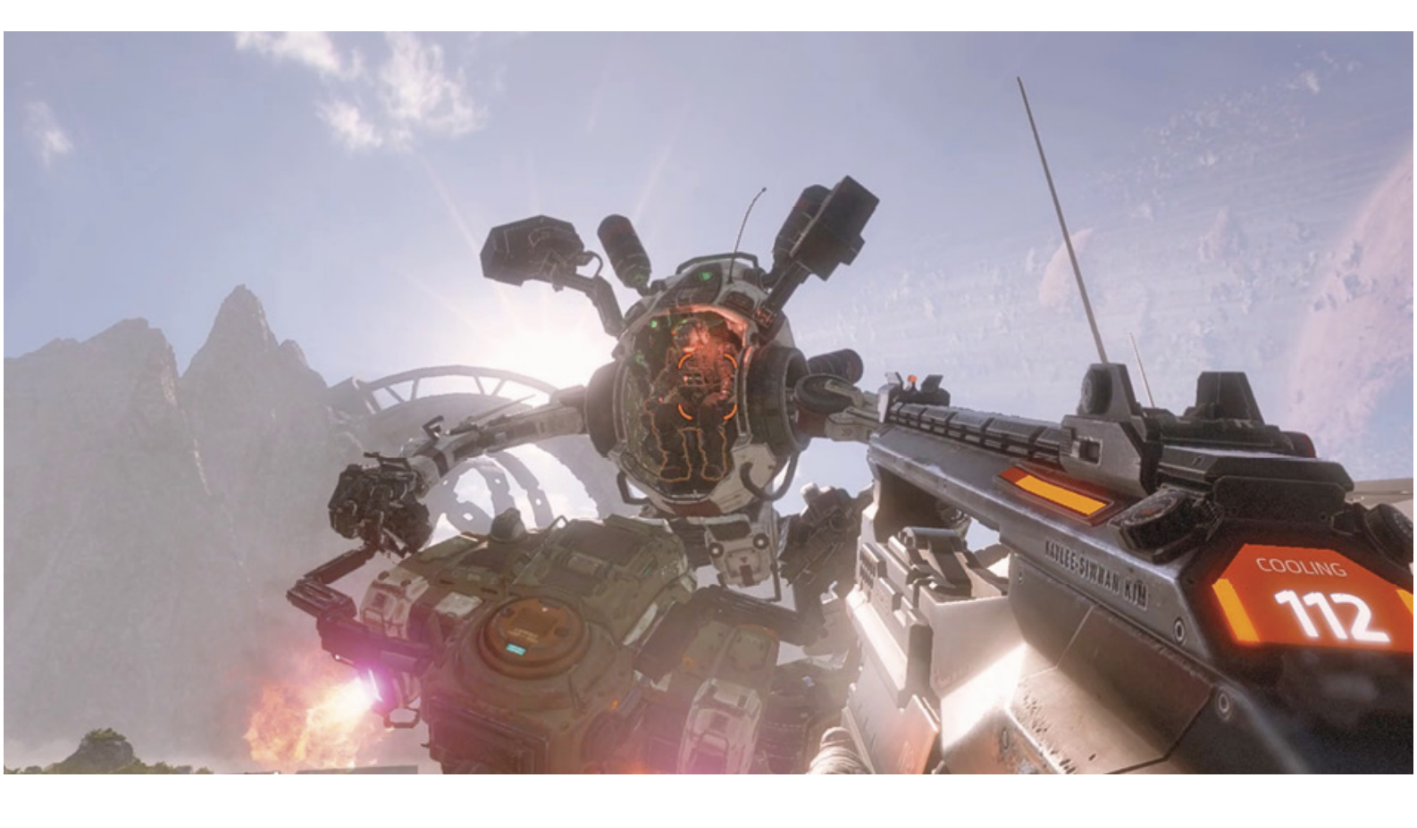


The path to the Draconis is now clear. Disembark from BT as he prepares to throw you to the Draconis. Just as BT is about to launch you, Viper comes flying into view, crashing into BT at a high speed. Viper carries BT high above the deck of the Malta, taking you along for the ride. But before long, BT loses his grip, sending you plummeting toward the Draconis.



BT and Viper land a few meters away and resume their fight, going airborne once again. During the second impact, BT lands on his back, putting him at a serious disadvantage. Still, BT manages to score a rocket hit that tears away the hatch on Viper's Titan. Rush forward and take aim, shooting Viper directly as he sits in his Titan's exposed cockpit. Killing Viper brings an end to the battle, but BT has lost an arm in the fight.

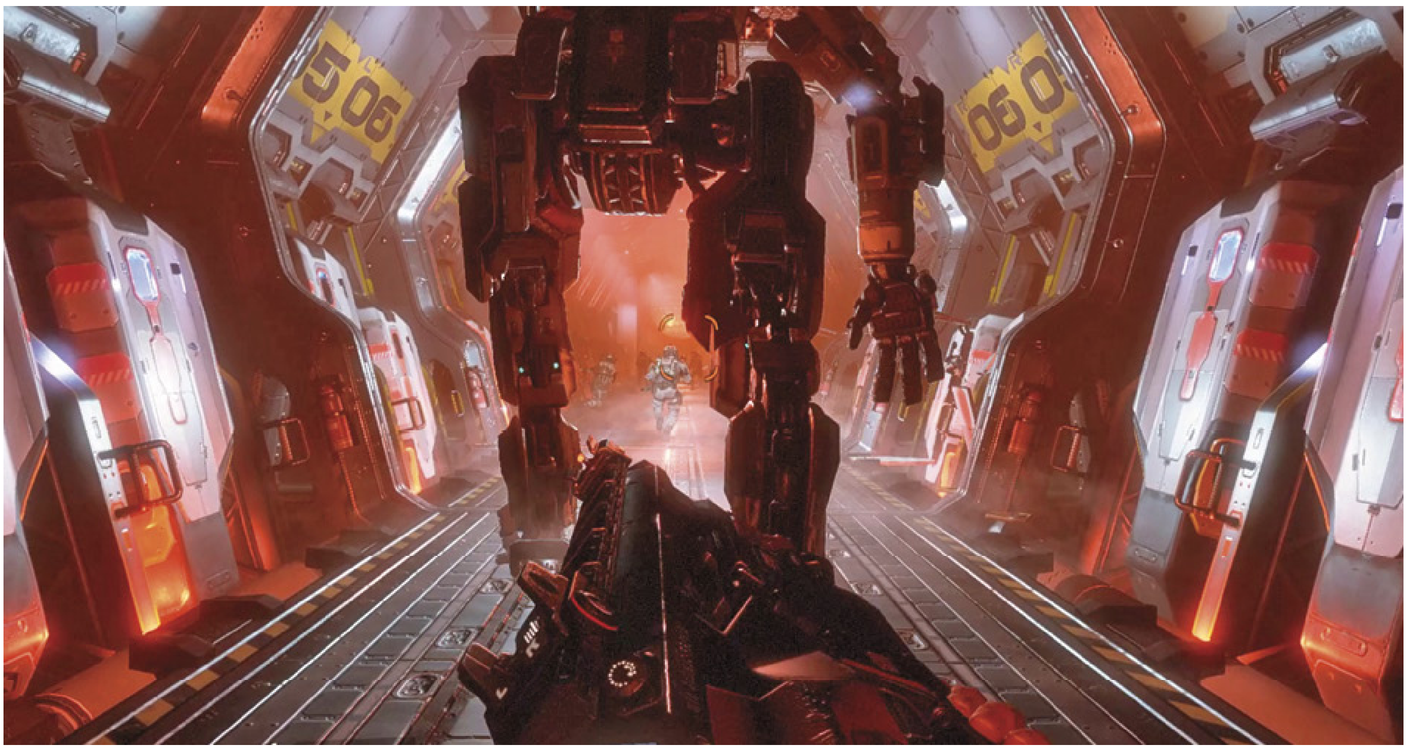




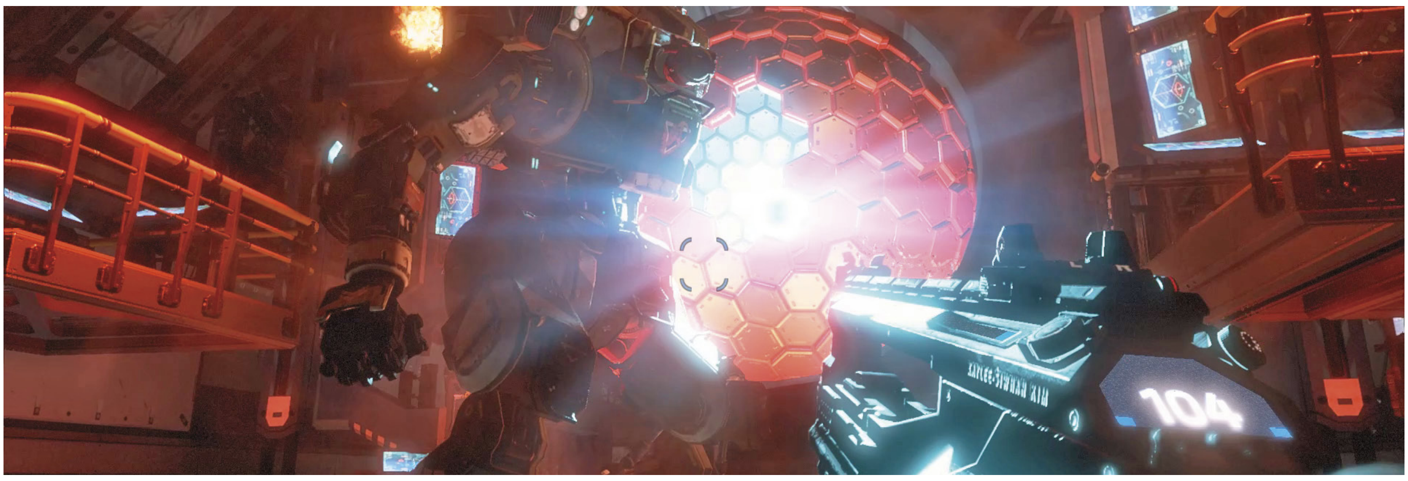
The Ark

Draconis

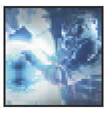
Follow BT toward a hatch in the Draconis' hull. The ship is rapidly losing altitude. Drop through the hatch when BT opens it. BT follows you down. In the corridor below, IMC grunts are caught in a sudden panic as BT marches forward. Other IMC grunts have taken to escape pods on the corridor's perimeter as they attempt to escape the doomed ship. Follow BT to the end of the corridor. The Ark's containment unit is dead ahead. There's no need to engage the fleeing grunts.

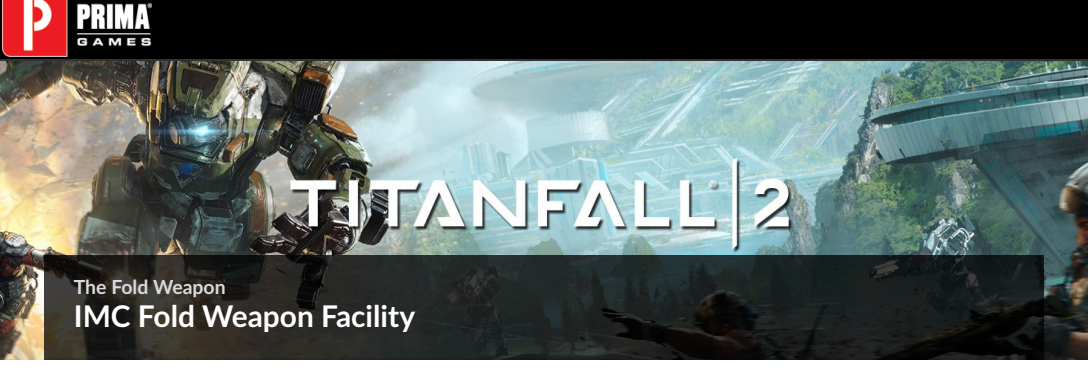


Realizing the containment unit is too large to carry, BT improvises, punching a hole in the spherical case. But he can't reach the Ark on his own. Move toward BT's outstretched hand. As he lifts you up to the case, push forward to grab the Ark and then push it into BT's open cockpit. With the Ark secured inside BT, follow him toward an exit. But it's too late—the Draconis is going down. BT huddles over you in an attempt to absorb any damage from the ensuing impact…



ACHIEVEMENT AND TROPHY CHECKLIST

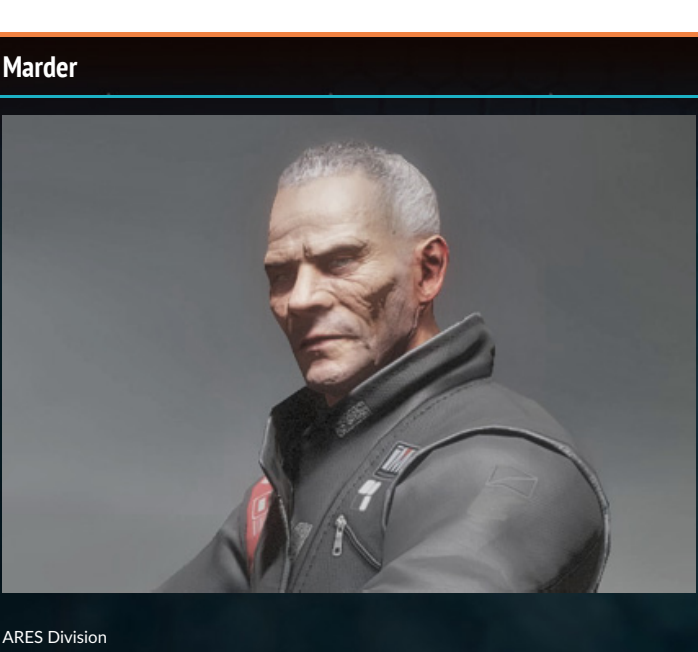
IMAGE	NAME	DESCRIPTION
	Defanged	Defeat Viper (Secret)
	The Ark	Secure the Ark (Secret)



The Fold Weapon

IMC Fold Weapon Facility

General Marder



Faction: IMC ARES Division

Role: Commanding officer of the IMC's ARES Division.

Age: 52

Skills: Marder has the ability to function seamlessly as both scientist and engineer. He is equally comfortable with theoretical research and the application of theory towards the development of practical, usable systems.

History: Marder has long been fascinated with the myriad of artifacts and relics discovered on the Frontier, and their unique properties as discovered in IMC laboratories.

As an alternative path to achieving major military technological breakthroughs, the IMC have authorized General Marder to conduct extensive archaeological surveys across the Frontier, in search of more powerful samples of the ancient relics and sites found on many Frontier worlds.

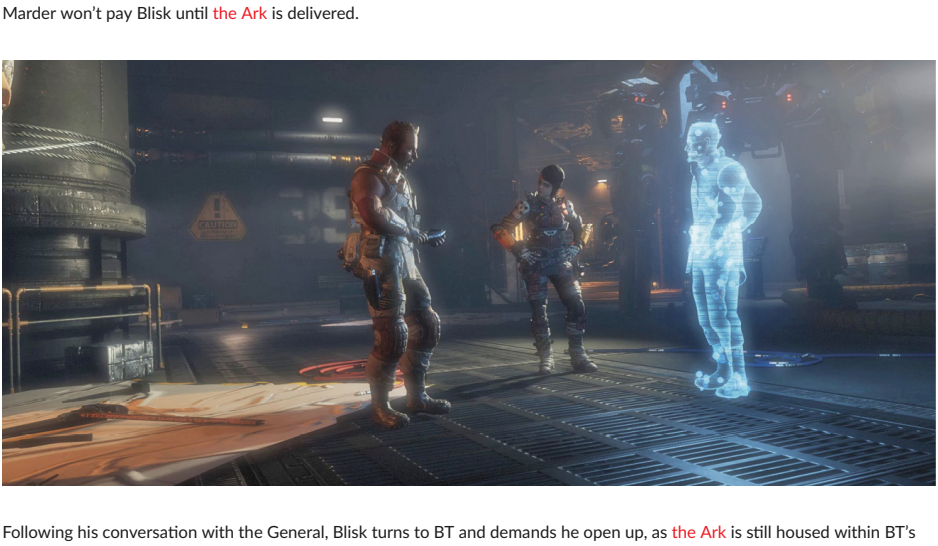
Marder is a competent warrior (he does not believe in honorifics), capable of doing his own fighting, including the use of a Titan. But he prefers to focus on planning and executing much larger, strategic solutions to problems. Marder wields considerable influence within the IMC, and has little difficulty in obtaining the resources he needs to fund and supply ARES Division's operations.

General Marder sees the IMC's war with the Militia as the main obstacle to humanity's evolution on the Frontier. Employing mercenaries to minimize IMC losses, Marder uses his position as the leader of the IMC ARES Division, seeking "emergent technologies" to help the IMC "resolve" the Frontier War.

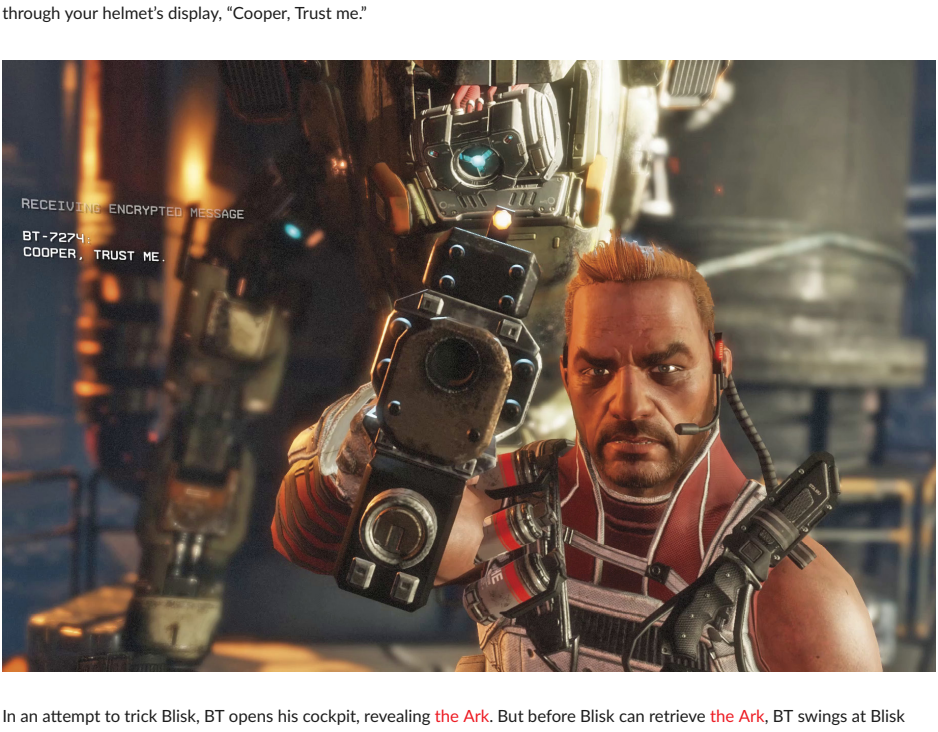
"Through the lens of cold objectivity, it is irresponsible to say that all individuals on such worlds are actually indispensable." — General Marder

INTERROGATION

While you've managed to survive the crash of the Draconis, both you and BT have been captured by Blisk. BT's torso is suspended by cables nearby; his legs were lost in the crash. As you regain consciousness, Blisk, accompanied by Slone, can be heard negotiating a deal with a holographic projection of General Marder, commanding officer of the IMC's ARES Division. Marder won't pay Blisk until the Ark is delivered.



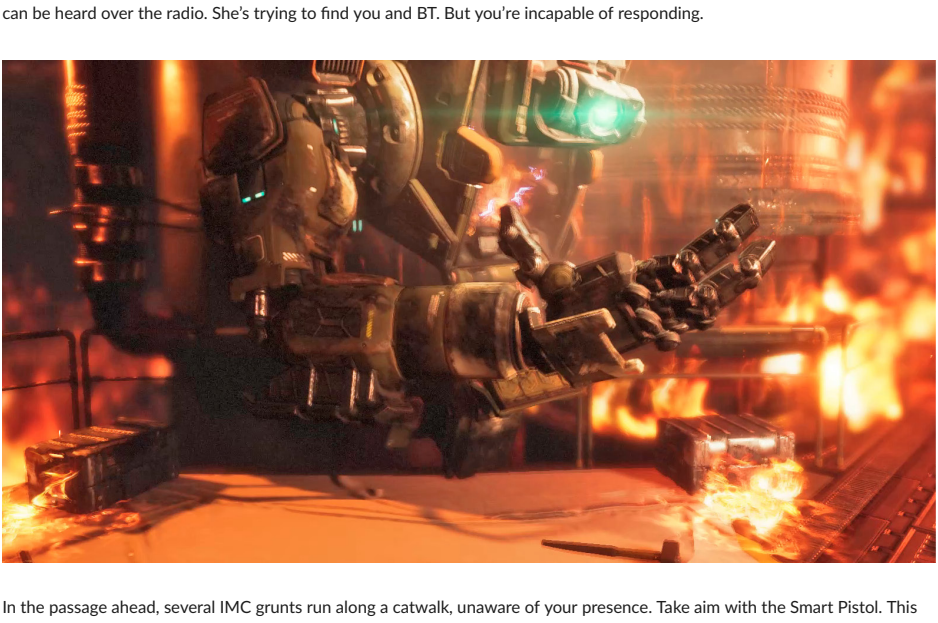
Following his conversation with the General, Blisk turns to BT and demands he open up, as the Ark is still housed within BT's cockpit. When BT doesn't comply, Blisk turns to you, threatening to shoot you if BT doesn't give up the Ark. Recognizing your life is in danger, BT comes up with a plan. As Blisk aims a gun at your head and counts down, BT relays a simple message through your helmet's display, "Cooper, Trust me."


RECEIVING ENCRYPTED MESSAGE
BT-7274:
COOPER, TRUST ME.

In an attempt to trick Blisk, BT opens his cockpit, revealing the Ark. But before Blisk can retrieve the Ark, BT swings at Blisk with his arm. Blisk ducks under the attack and retreats while BT opens fire with his remaining chassis-mounted weapons, killing some of Blisk's men. Slone, protected within her Titan, responds to BT's attack by snatching the Ark from his cockpit. She then thrusts her Titan's Splitter Rifle into BT's empty cockpit and fires off several rounds. BT's chassis dangles lifelessly from the cables.

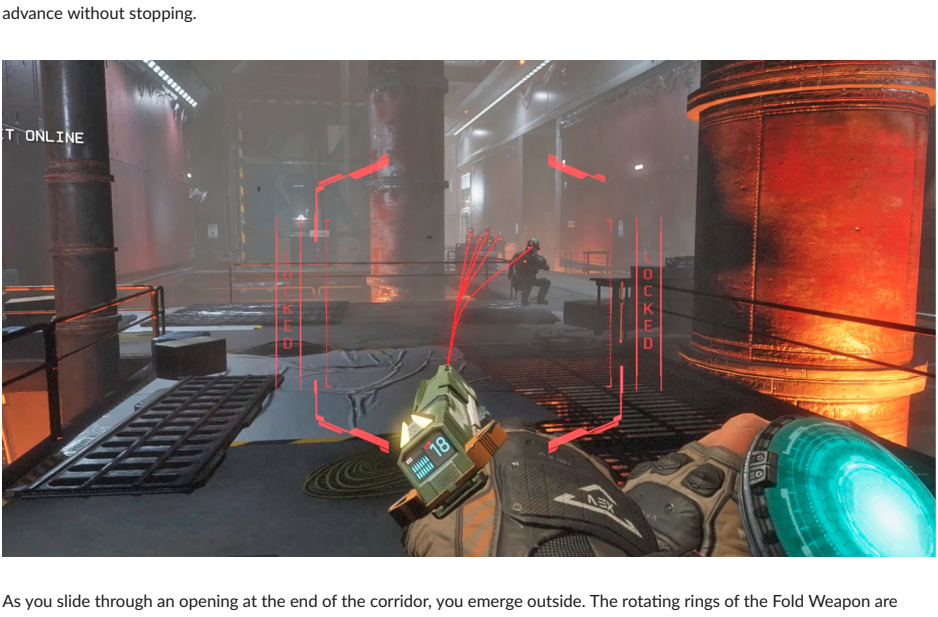
ESCAPE

After Slone leaves, crawl over to BT. Despite sustaining incredible amounts of damage, BT is still functional—but just barely. He tells you to take the SERE Kit, as it offers you the best chance of survival. BT removes the kit, which contains his Datacore, and sets it down on the floor. Retrieve the kit and remove the Smart Pistol and Data Knife contained within. Cooper also removes BT's Datacore from the kit. Using the Data Knife, hack the nearby console to open the door. As you exit, Commander Briggs can be heard over the radio. She's trying to find you and BT. But you're incapable of responding.

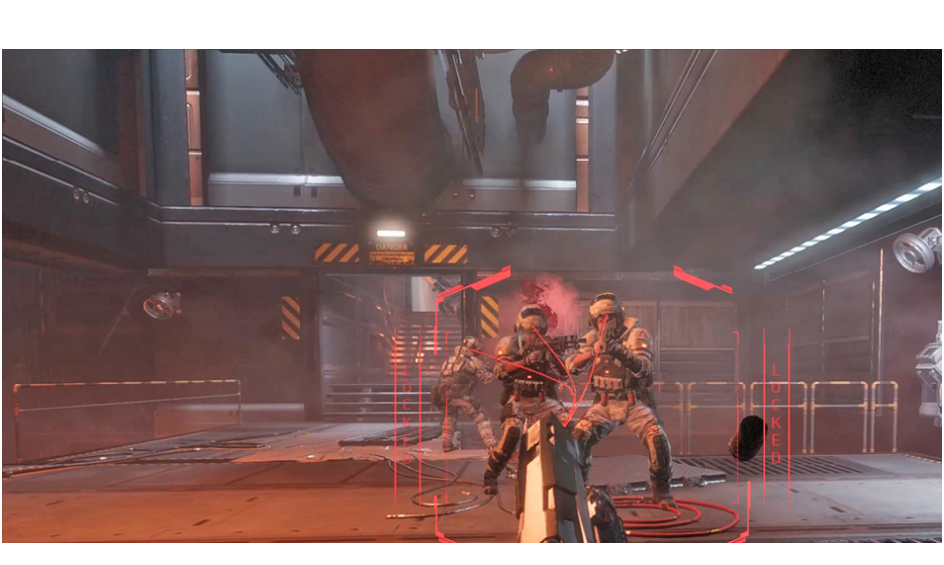


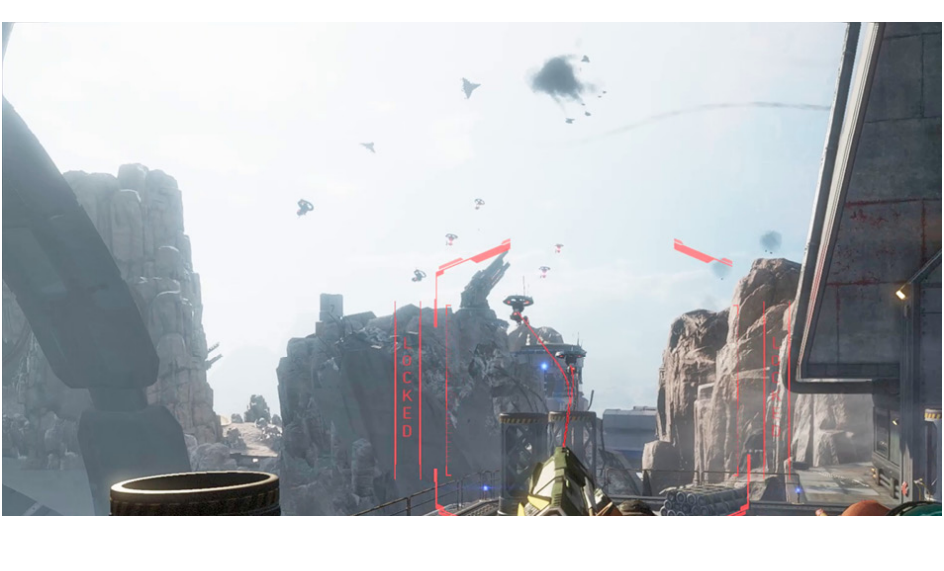
In the passage ahead, several IMC grunts run along a catwalk, unaware of your presence. Take aim with the Smart Pistol. This weapon automatically locks on to multiple targets. Keep the targets within the red brackets visible on the HUD; the red lines leading to each target indicate the path the bullets will take. When all the grunts have been locked, fire one shot from the Smart Pistol to instantly eliminate all the targets. Be ready to engage more grunts as you make your escape.

Briggs continually tries to contact you and BT as you proceed through the corridors ahead. The gap in this room is too large to negotiate with a simple jump. So run along the wall on the right, and then leap toward the elevated platform while engaging grunts with the Smart Pistol. This weapon is ideal for taking out threats while wallrunning and jumping, allowing you to advance without stopping.



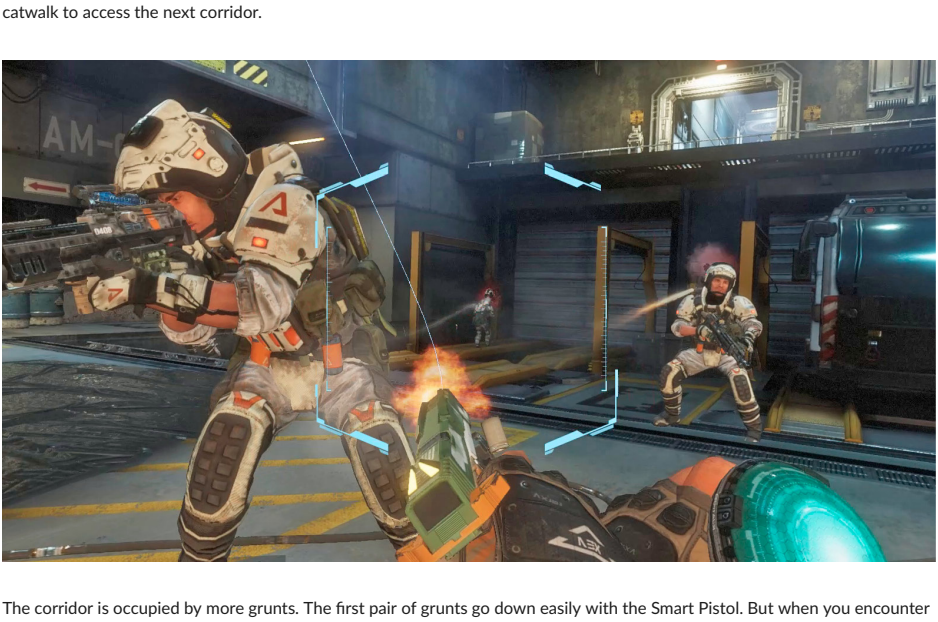
As you slide through an opening at the end of the corridor, you emerge outside. The rotating rings of the Fold Weapon are visible just ahead. Follow the catwalk to the right and take out a pair of drones with the Smart Pistol. Sarah has been tracking BT's Datacore and suspects you're both still alive. She tells you to get to a bridge to the north. She reports the Militia fleet is moving in on the Fold Weapon.



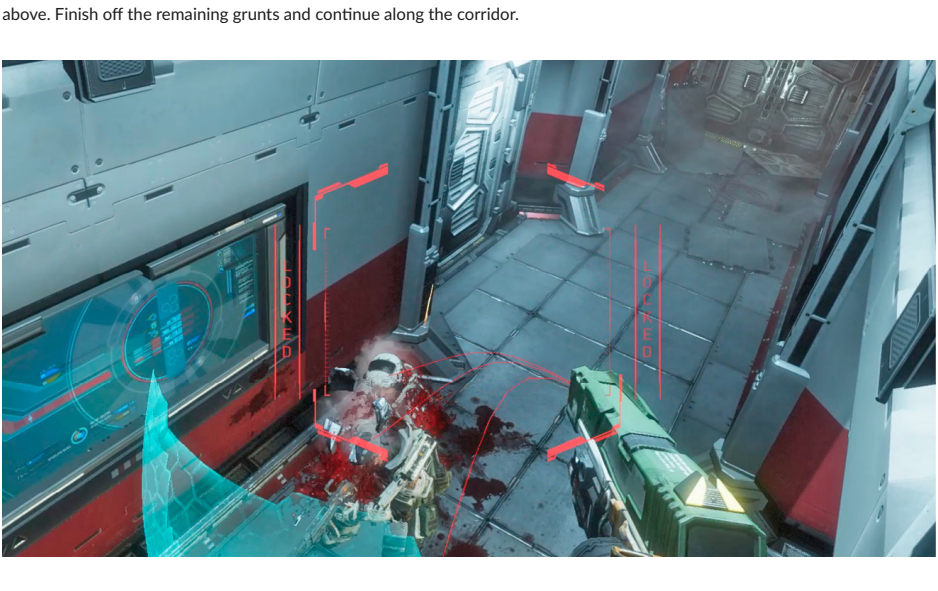


REPAIR BAY

At the end of the catwalk, hop on a zipline an ride it down toward a partially open door. Upon landing, slide beneath the door and engage the grunts on the other side with the Smart Pistol. Wallrun along the wall to the right and jump toward the upper catwalk to access the next corridor.

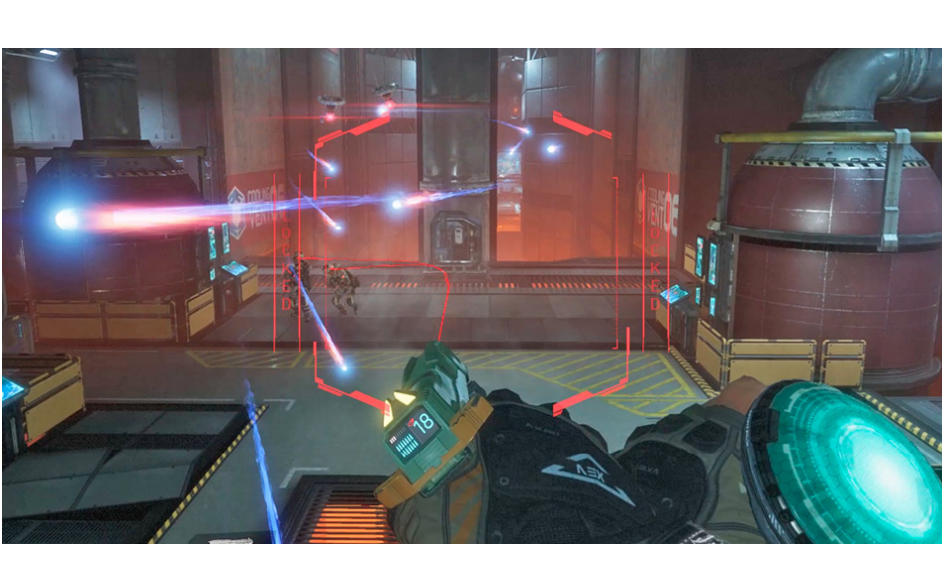


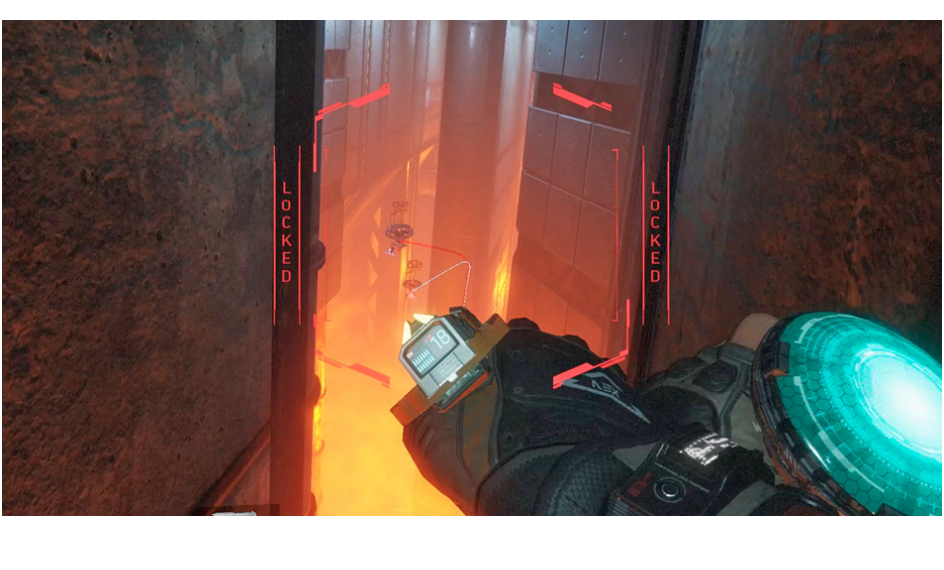
The corridor is occupied by more grunts. The first pair of grunts go down easily with the Smart Pistol. But when you encounter a shield captain, double jump and commence a wallrun in an attempt to flank. As you pass over the shield captain, aim downward and open fire with the Smart Pistol. The shield captain's shield can't protect him from attacks coming from directly above. Finish off the remaining grunts and continue along the corridor.



COOLING VENT

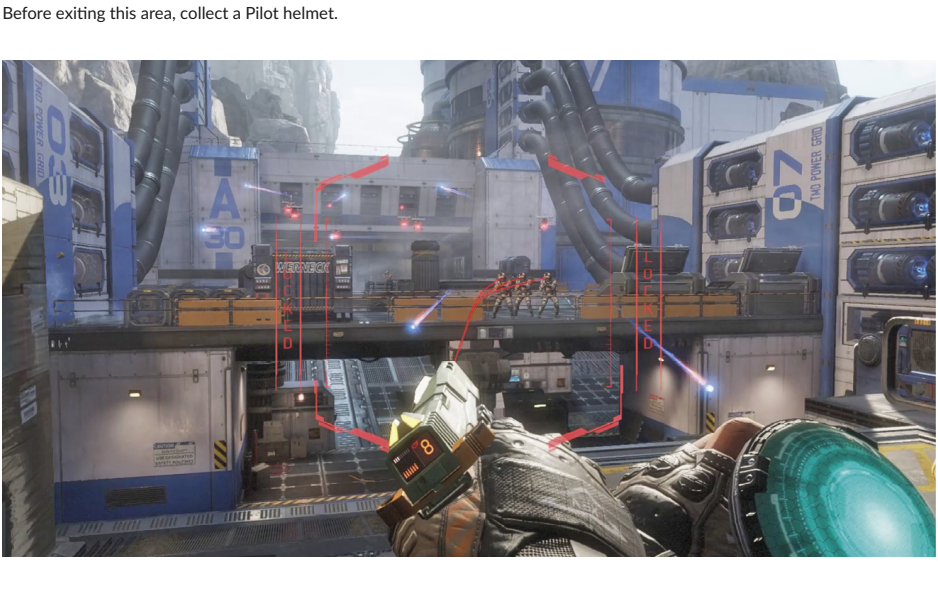
Enter the doorway on the right to access this large chamber occupied by several grunts and drones. They're no match for the Smart Pistol. Just ahead, commence a series of wallruns to advance through the cooling vent area. There's no floor here, so don't fall. While wallrunning, watch out for drones in this passage; shoot them down with the Smart Pistol. If you can't hit all the drones, don't worry. It's more important to keep moving than it is to destroy every drone. As you near the end of the wallrun section, watch for a few grunts on the platform below. Hit them (and a few more drones) with the Smart Pistol during your descent.





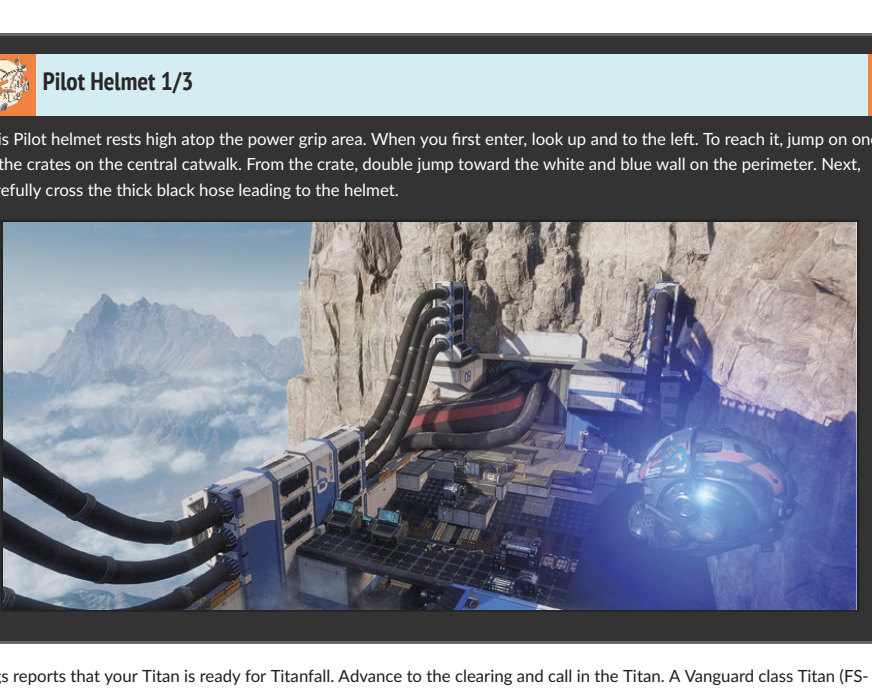
POWER GRID

Briggs reports she's preparing an extra Vanguard class Titan for you. When you emerge back outside, you come under attack by multiple grunts and drones. Immediately lock on to as many targets as possible and open fire with the Smart Pistol. Instead of standing still and trading shots, keep moving around the area, utilizing jumps and wallruns to stay ahead of incoming fire. Before exiting this area, collect a Pilot helmet.

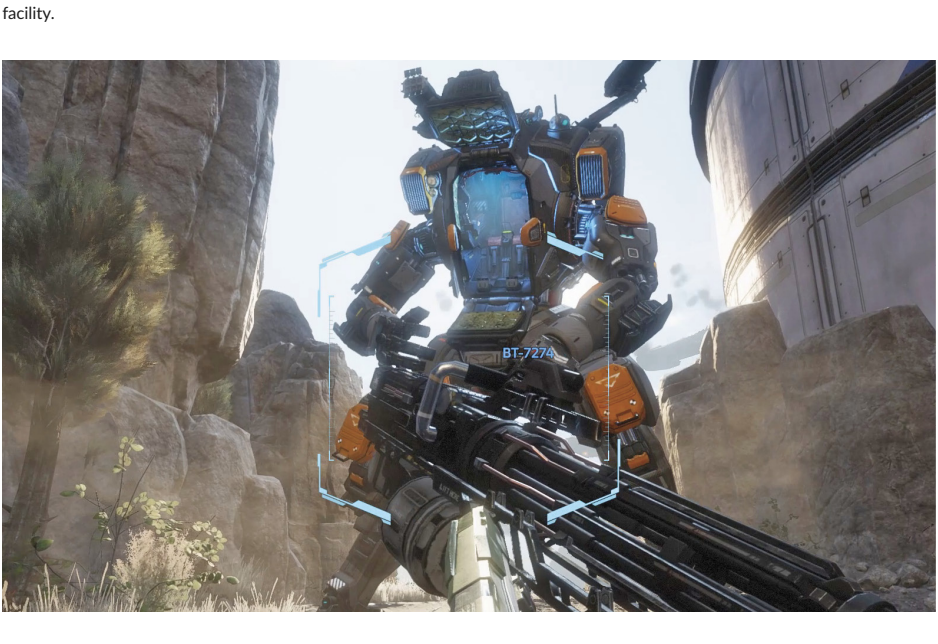


Pilot Helmet 1/3

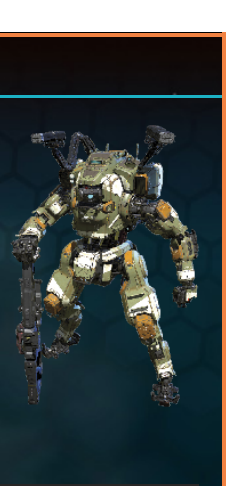
This Pilot helmet rests high atop the power grip area. When you first enter, look up and to the left. To reach it, jump on one of the crates on the central catwalk. From the crate, double jump toward the white and blue wall on the perimeter. Next, carefully cross the thick black hose leading to the helmet.



Briggs reports that your Titan is ready for Titanfall. Advance to the clearing and call in the Titan. A Vanguard class Titan (FS-1041) comes crashing down to the surface. Approach the Titan and install BT's Datacore. Suddenly BT is back, but in a new, unscathed chassis, complete with a new Legion Loadout. Embark and get ready to storm the Fold Weapon's injection facility.



BT-7274 (Loadout: Legion)

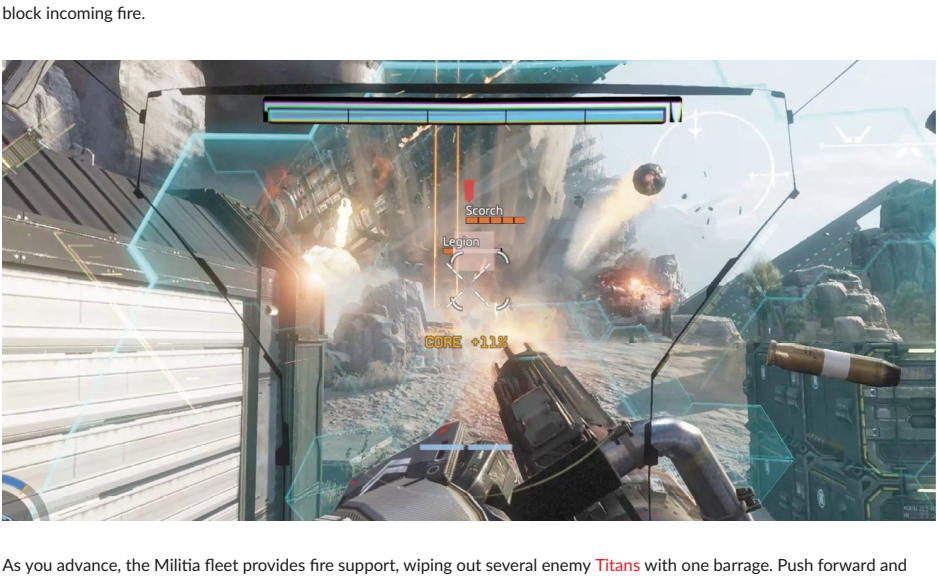


Sporting the powerful Predator Cannon, the intimidating Legion Loadout is ideal in standoff and defensive situations. The Predator Cannon is a massive minigun requiring a somewhat lengthy spin-up cycle before it starts firing. Be prepared for this delay as you hold down the trigger. The cannon can be equipped with close-range or long-range ammo through Mode Switch. It's best to keep long-range ammo loaded unless fighting at extreme close range—in which case other loadouts (like Scorch or Ronin) are often better suited. Your ammo choice also impacts the effectiveness of Power Shot. When close-range ammo is loaded, Power Shot knocks back enemies. But when long-range ammo is loaded, Power Shot offers greater penetration, capable of passing through multiple targets. The Predator Cannon really shines when Smart Core is active, an auto-targeting feature ensuring 100 percent accuracy. When taking incoming fire, activate Gun Shield to deploy a small energy shield around the Predator Cannon. While this shield isn't as large the Tone's Particle Wall, it's just as durable. It has the added benefit of being attached to the Predator Cannon, offering continuous frontal protection as you move around.

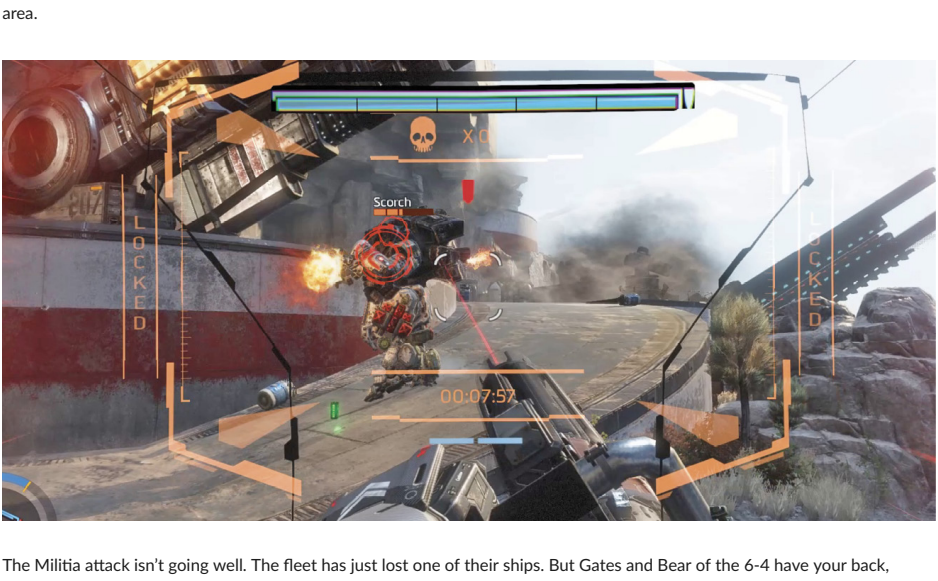
WEAPON/ABILITY	NAME	DESCRIPTION
	Predator Cannon	Powerful minigun with a long spin-up time.
	Smart Core	Automatic smart lock-on to targets.
	Power Shot	Close range: Knocks back nearby enemies. Long range: Damages all enemies in its path.
	Gun Shield	Shield deployed around the Predator Cannon.
	Mode Switch	Switch between close-range and long-range precision rounds.

ANTI-AIRCRAFT EMPLACEMENTS

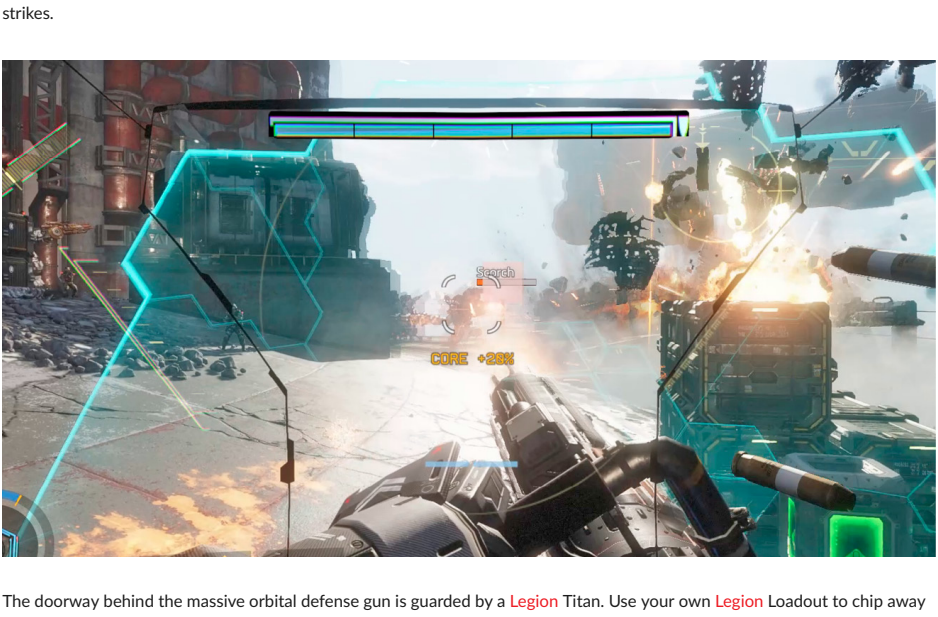
The Militia fleet has commenced attack on the IMC's Fold Weapon. But Commander Briggs needs you and BT to get inside the control room. She orders all Militia fire stations to provide close-fire support during your advance. Advance toward a group of distracted IMC Titans, crushing a few Stalkers along the way. Now's the perfect time to test out the Legion Loadout. Take aim at the enemy Titans and Reapers while they're busy firing at Militia ships. The Predator Cannon takes a while to spin-up, but once it starts firing, it quickly chips away at the armor of the enemy Titans. Instead of firing in short bursts, simply hold down the trigger while raking it across the enemy Titans and Reapers. Once you've gotten their attention, deploy the Gun Shield to block incoming fire.



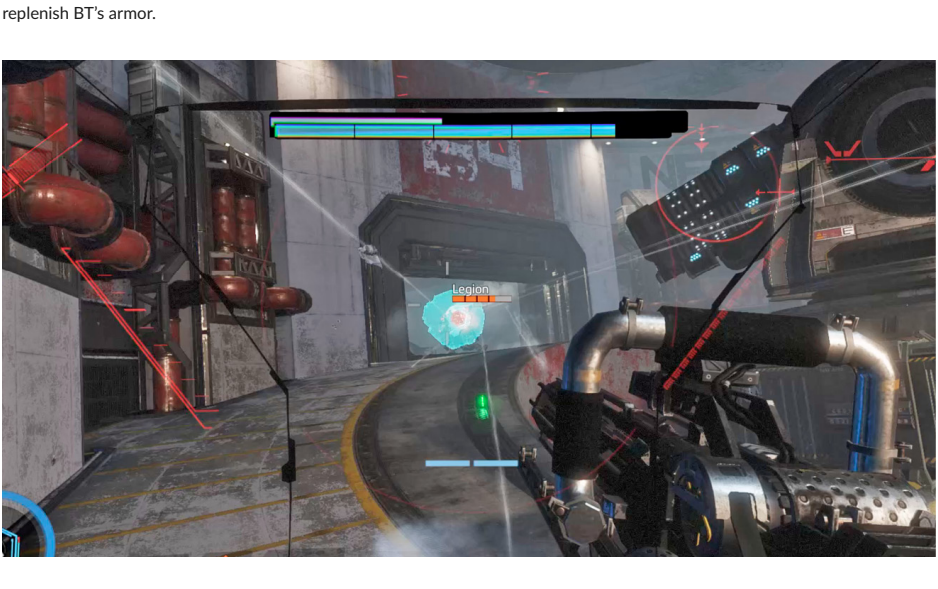
As you advance, the Militia fleet provides fire support, wiping out several enemy Titans with one barrage. Push forward and engage any survivors. Once available, activate Smart Core to enhance the Predator Cannon's targeting. Smart Core functions similarly to the Smart Pistol. Line up targets within the blue brackets on the HUD to automatically achieve locks. Once locks are attained, simply open fire with the Predator Cannon. You need to keep the targets within the brackets on the HUD to maintain a lock. But other than that, there's no need to aim directly at the targets. Just hold down the trigger and enjoy the carnage as the Predator Cannon goes to work. Incoming fire support helps you clear out the remaining enemy Titans in this area.



The Militia attack isn't going well. The fleet has just lost one of their ships. But Gates and Bear of the 6-4 have your back, promising to support your advance with air strikes. Continue past the spinning rings of the Fold Weapon and march through a line of Stalkers along the way. Engage the enemy Titans and Reapers near an array of anti-aircraft guns ahead. Gates and Bear come through with close air support. Watch for the orange targeting rings on the HUD to identify impact points of incoming strikes.

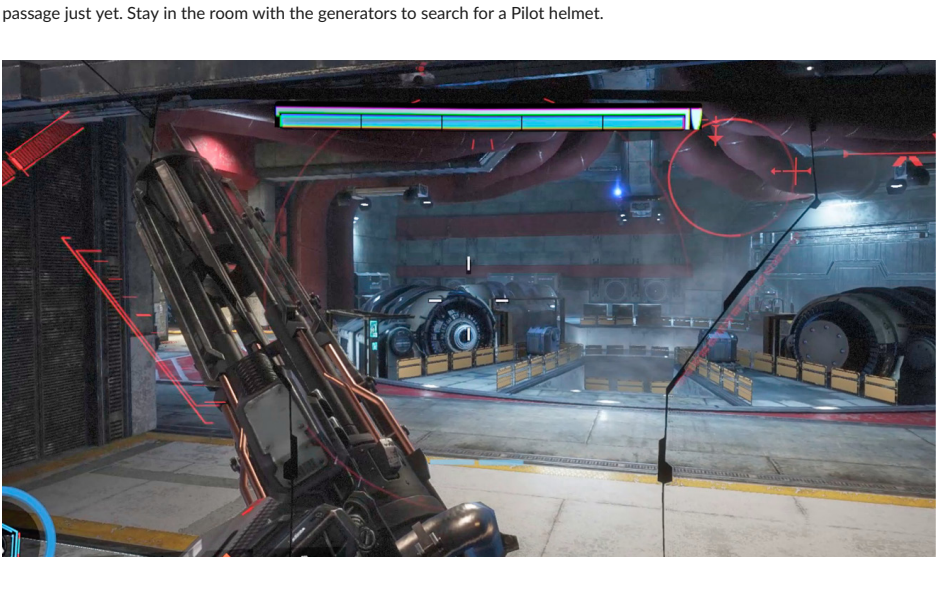


The doorway behind the massive orbital defense gun is guarded by a Legion Titan. Use your own Legion Loadout to chip away at the Titan's armor. When the enemy Legion deploys its Gun Shield, retreat behind cover and reload your Predator Cannon. Resume your attack once the enemy Titan's Gun Shield has worn off. Fire continuously at the Legion until it explodes. Before entering the doorway, mop up any remaining grunts near the AA guns. There are also a few batteries nearby if you need to replenish BT's armor.



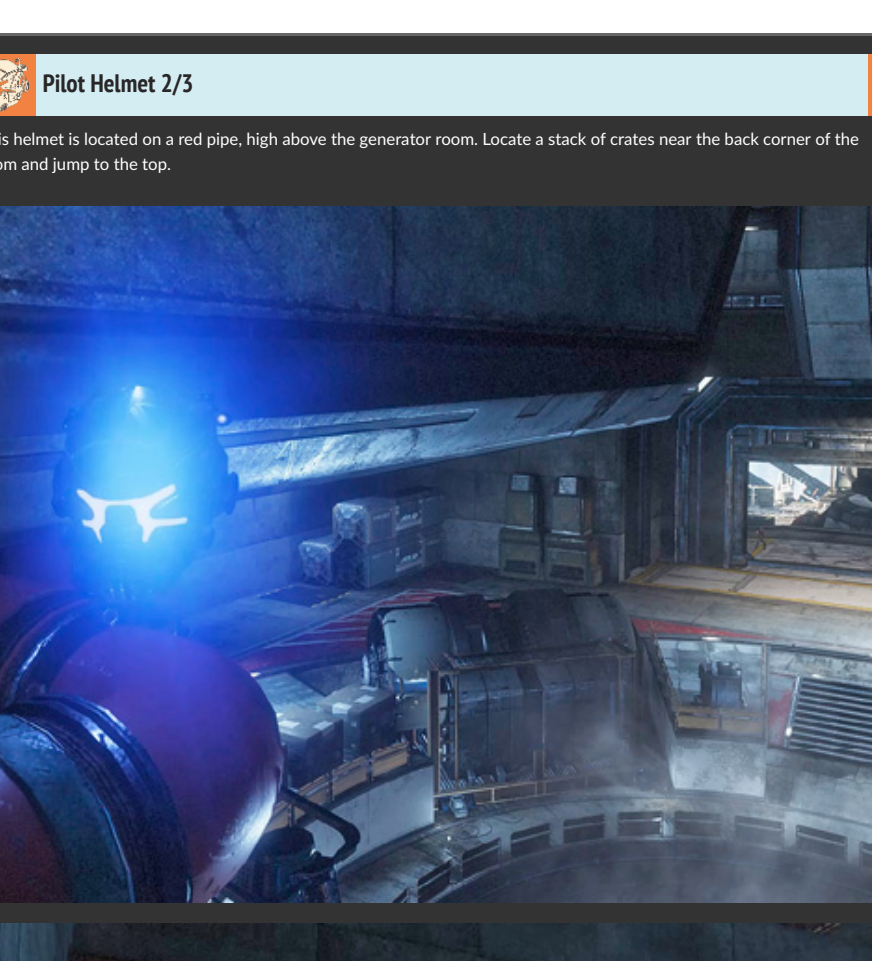
GENERATOR ROOM

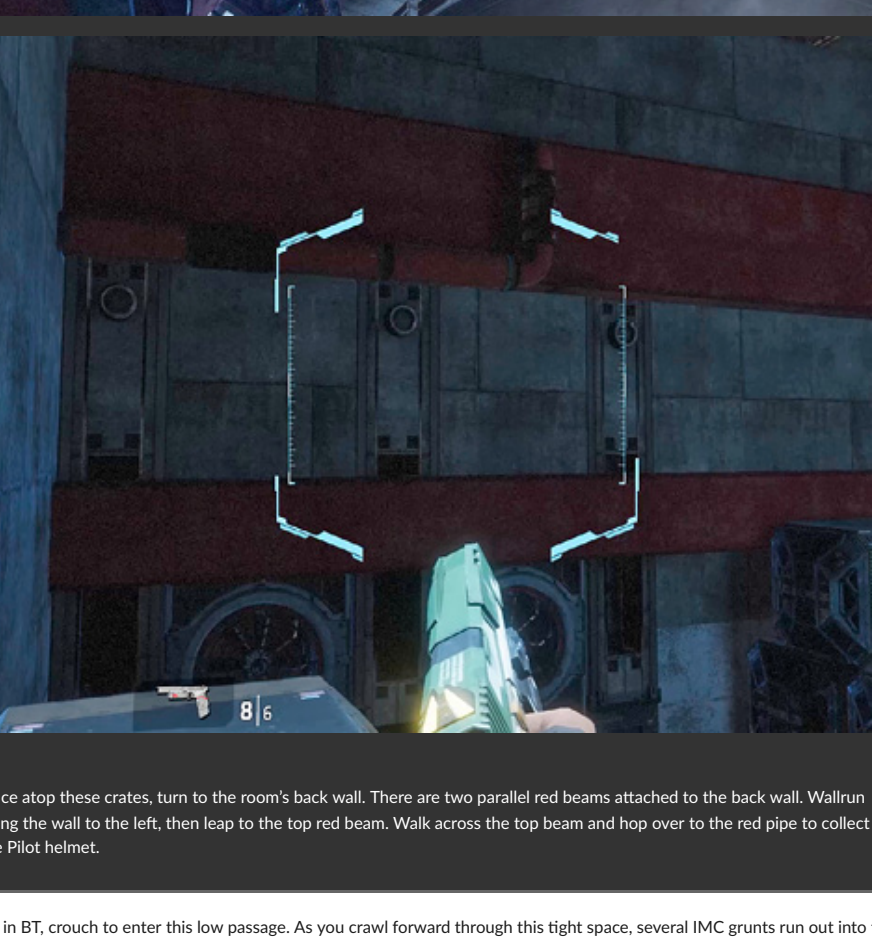
Sarah reports that they've tracked Blisk and Slone, and they have the Ark. Pass through the doorway to enter a large room containing several generators. Several grunts line the low passage to the left. Clear out any nearby grunts, but don't enter the passage just yet. Stay in the room with the generators to search for a Pilot helmet.



Pilot Helmet 2/3

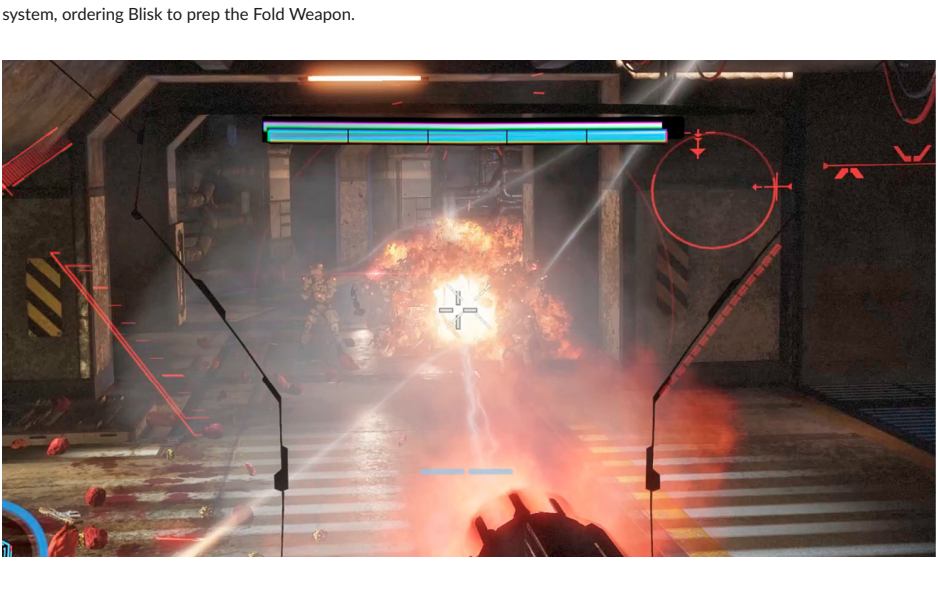
This helmet is located on a red pipe, high above the generator room. Locate a stack of crates near the back corner of the room and jump to the top.





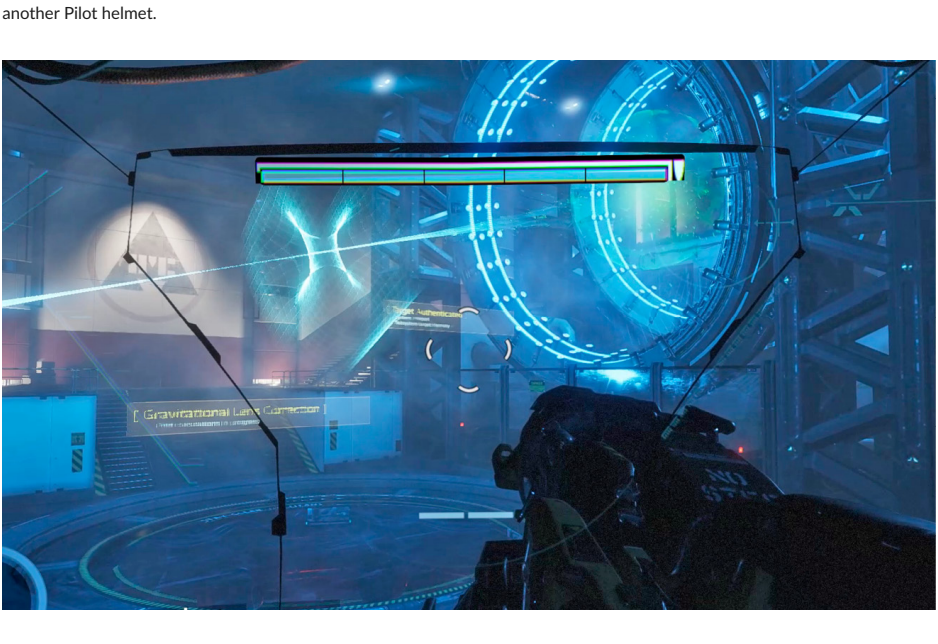
Once atop these crates, turn to the room's back wall. There are two parallel red beams attached to the back wall. Wallrun along the wall to the left, then leap to the top red beam. Walk across the top beam and hop over to the red pipe to collect the Pilot helmet.

Back in BT, crouch to enter this low passage. As you crawl forward through this tight space, several IMC grunts run out into the passage and immediately run away from BT. Open fire on the grunts, as well as a few Stalkers equipped with anti-Titan weapons. If you don't care for the Predator Cannon, consider switch to the Scorch or Expedition Loadouts. The Expedition or Brute's Multi-Target Missile System is perfect for engaging these threats. General Marder can be heard over the facility's PA system, ordering Blisk to prep the Fold Weapon.



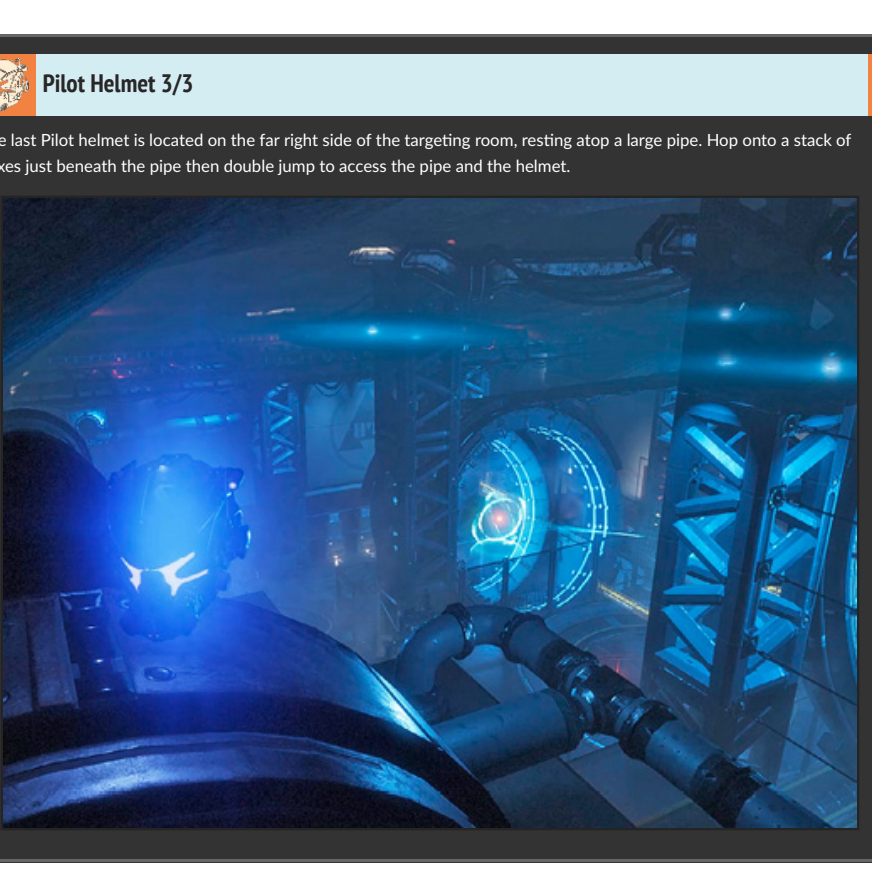
TARGETING ROOM

This room looks just like the one you encountered in the Advanced Research Facility. A large holographic image runs the length of the room, showing Harmony as the target of the Fold Weapon. Before advancing any farther, hop out of BT and search for another Pilot helmet.

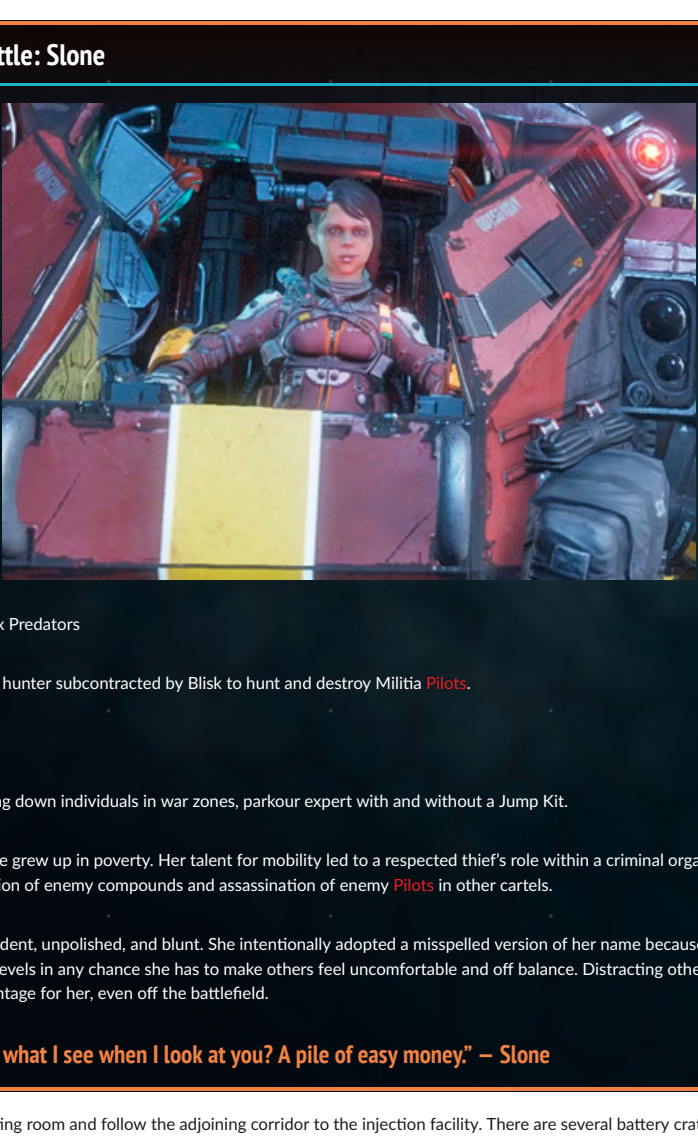


Pilot Helmet 3/3

The last Pilot helmet is located on the far right side of the targeting room, resting atop a large pipe. Hop onto a stack of boxes just beneath the pipe then double jump to access the pipe and the helmet.



Boss Battle: Slone



Faction: Apex Predators

Role: Bounty hunter subcontracted by Blisk to hunt and destroy Militia Pilots.

Age: 29

Skills: Tracking down individuals in war zones, parkour expert with and without a Jump Kit.

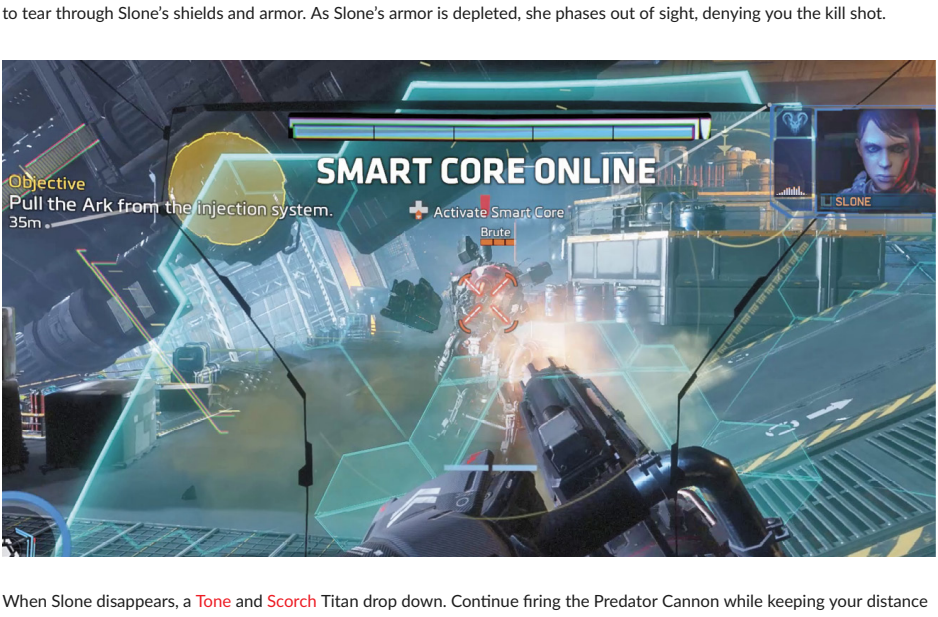
History: Slone grew up in poverty. Her talent for mobility led to a respected thief's role within a criminal organization, and later, infiltration of enemy compounds and assassination of enemy Pilots in other cartels.

Slone is confident, unpolished, and blunt. She intentionally adopted a misspelled version of her name because it bugs people. She revels in any chance she has to make others feel uncomfortable and off balance. Distracting others is a tactical advantage for her, even off the battlefield.

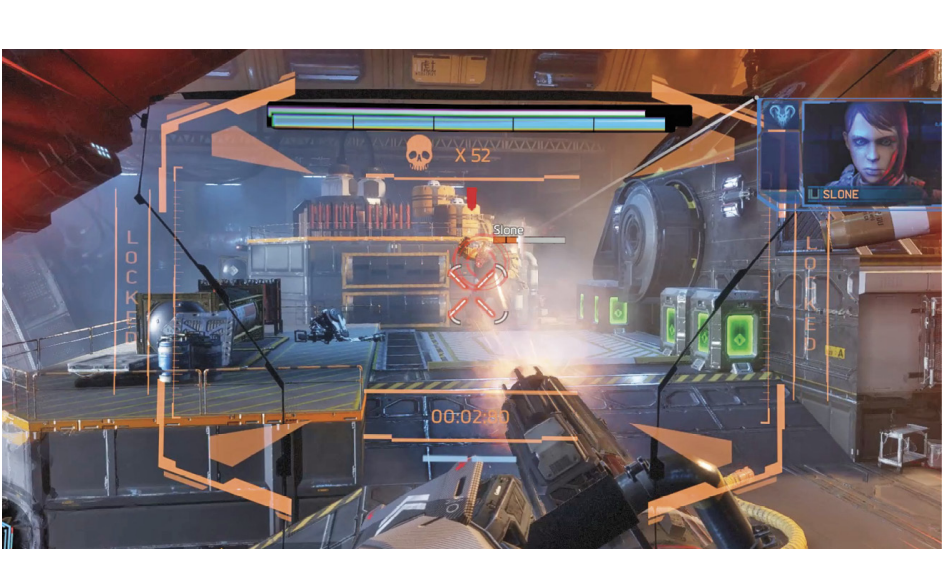
"You know what I see when I look at you? A pile of easy money." — Slone

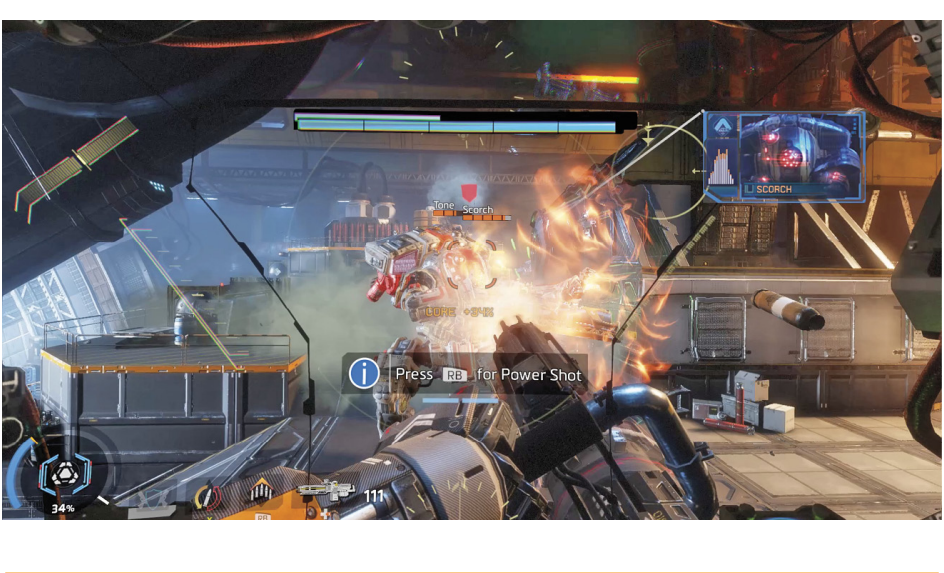
Cross the targeting room and follow the adjoining corridor to the injection facility. There are several battery crates lining the hall. Smash the crates and retrieve the batteries to ensure BT has full health. As the door at the end of the corridor opens, Blisk can be seen loading the Ark into the Fold Weapon. Having completed his job, General Marder says Blisk is free to go. As Blisk turns away, he tells Slone to deal with you. Slone pilots a modified Ion Titan. The Legion Loadout, or any loadout with a shield, is a good match for the Ion. If you don't care for the Legion, consider equipping the Expedition, Tone, or Brute Loadouts.

Slone is joined by a Brute Titan, which drops down directly in front of you. Deploy the Legion's Gun Shield and open fire on the Brute. Try to keep the Brute positioned between yourself and Slone, denying her a clear shot. Scoring repeated hits on the Brute charges BT's core. At the earliest opportunity, activate Smart Core. While active, Smart Core allows the Predator Cannon to tear through Slone's shields and armor. As Slone's armor is depleted, she phases out of sight, denying you the kill shot.



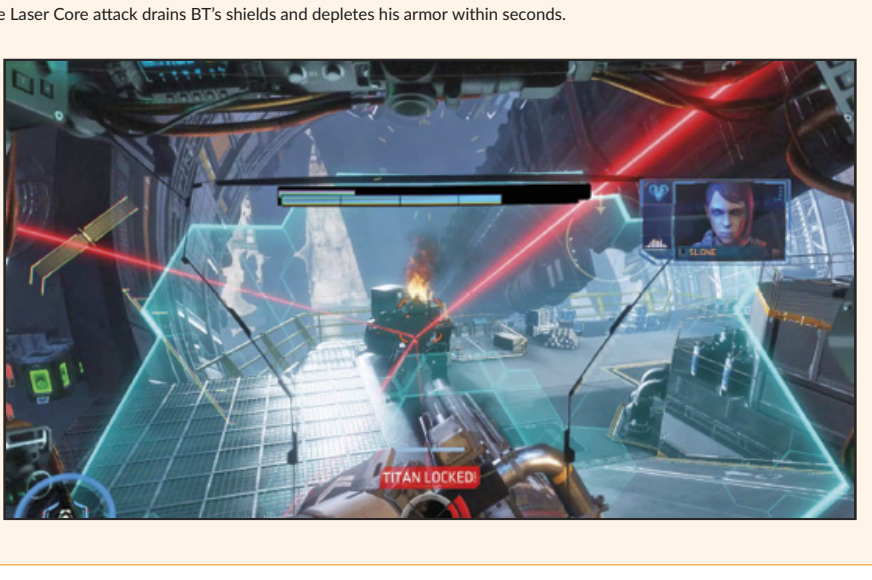
When Slone disappears, a Tone and Scorch Titan drop down. Continue firing the Predator Cannon while keeping your distance from the Scorch Titan's Thermal Shield. As the Scorch Titan pursues, back and dash away while continually firing the Predator Cannon. A sustained burst is enough to drop this big guy. If the Scorch Titan gets too close, use Power Shot (loaded with close-range rounds) to knock him back. The Tone Titan will attempt to keep his distance, so make an effort to hunt him down before Slone reappears.



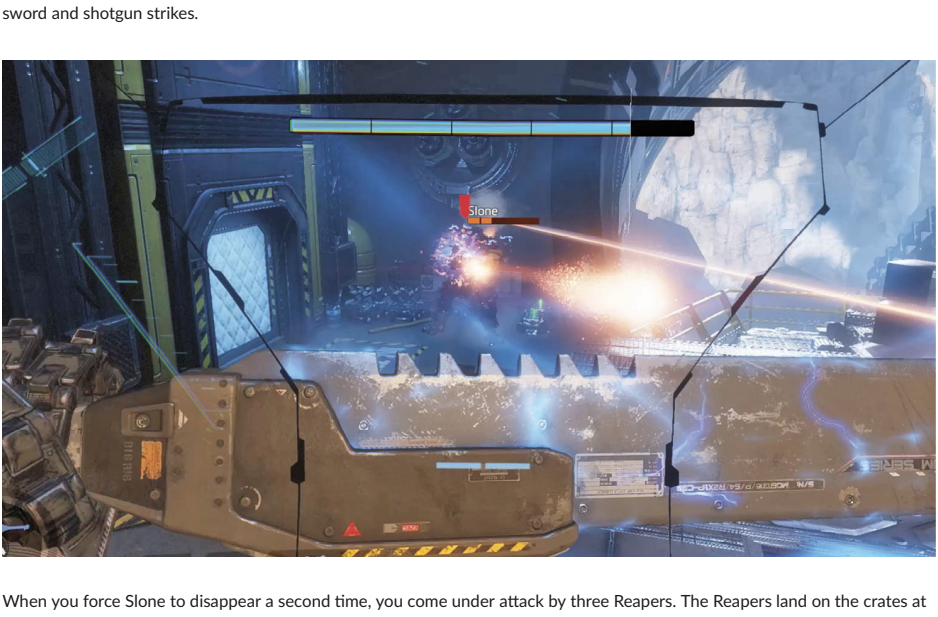


LASER CORE

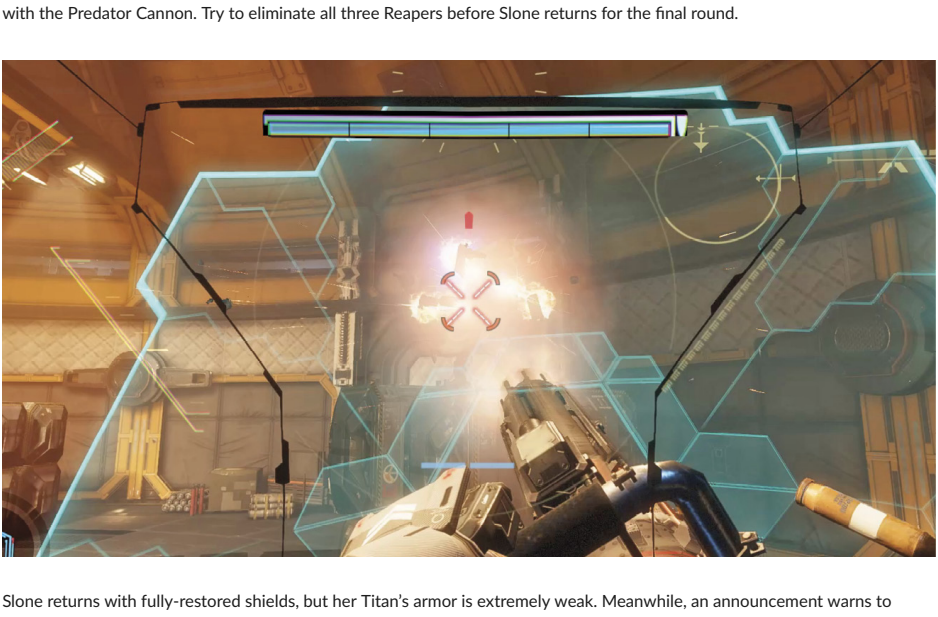
Beware of Slone's Laser Core attack. Watch for the telltale targeting lasers emitted from her Titan's core. Instead of trying to block the laser blast with a shield, dash away as quickly as possible, preferably behind cover. Slone's Titan is completely stationary when Laser Core is deployed, but she will rotate in an attempt to track your movements. Sustained exposure to the Laser Core attack drains BT's shields and depletes his armor within seconds.



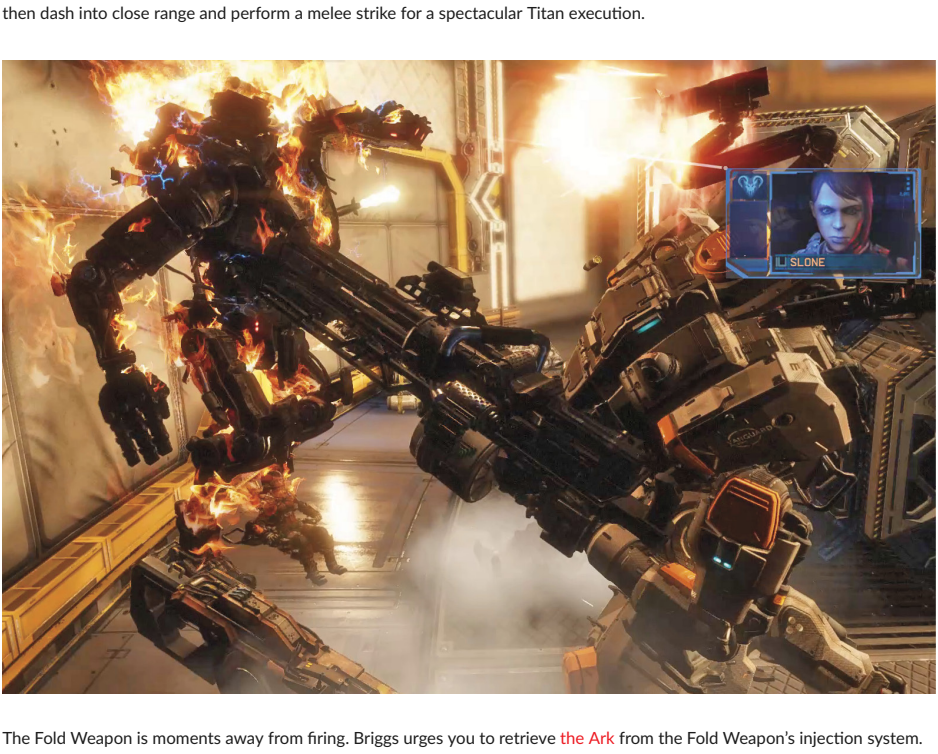
Take note when Slone returns: her shields are restored, but she's still sporting some armor damage. During the fight with Slone, feel free to change your loadouts as the tactical situation dictates. If you prefer close-range combat, consider switching to the Ronin Loadout. Use Phase Shift to rush Slone, and then go to work with the broadsword and Leadwall Shotgun. Also, don't forget to deflect her shots with Sword Block. If you can back her into a corner, she'll have a tough time getting away from your sword and shotgun strikes.



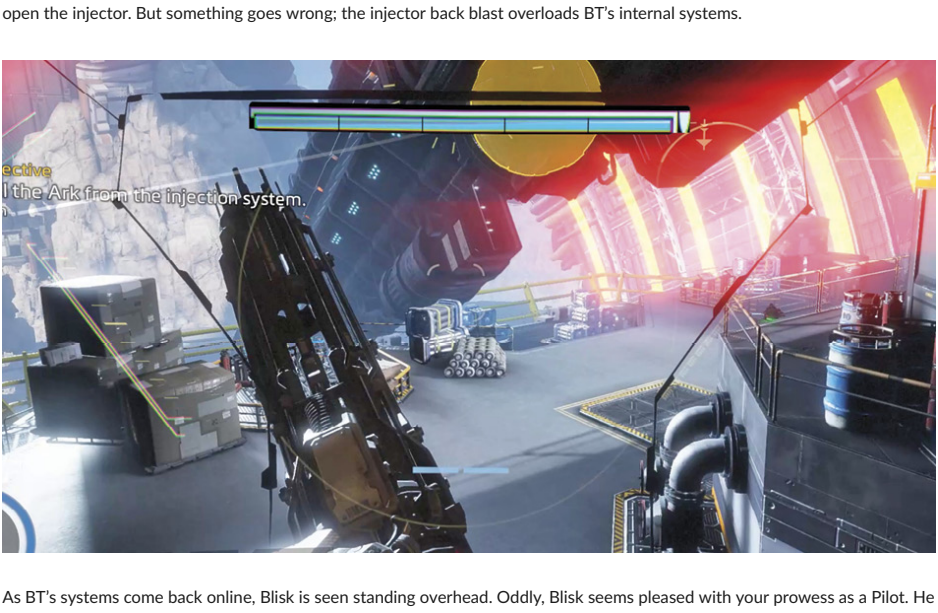
When you force Slone to disappear a second time, you come under attack by three Reapers. The Reapers land on the crates at the back of the facility. The Legion Loadout is best suited for these threats. Activate the Gun Shield and tear into the Reapers with the Predator Cannon. Try to eliminate all three Reapers before Slone returns for the final round.



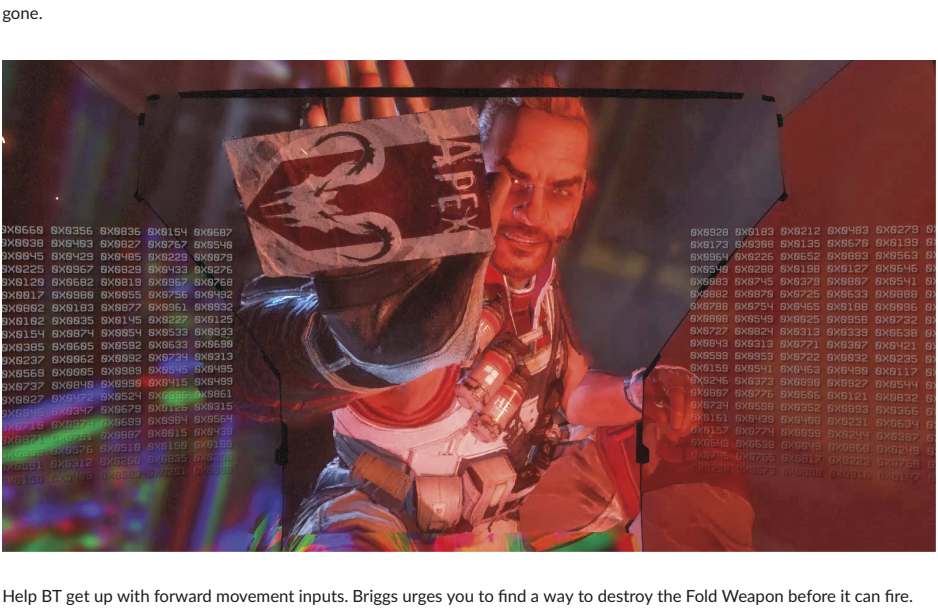
Slone returns with fully-restored shields, but her Titan's armor is extremely weak. Meanwhile, an announcement warns to vacate the injection facility, as the Fold Weapon is about to fire. Use the Legion Loadout's Predator Cannon to rapidly chew through Slone's shields and armor. But be ready to retreat if she initiates a Laser Core attack. Completely deplete Slone's armor, then dash into close range and perform a melee strike for a spectacular Titan execution.



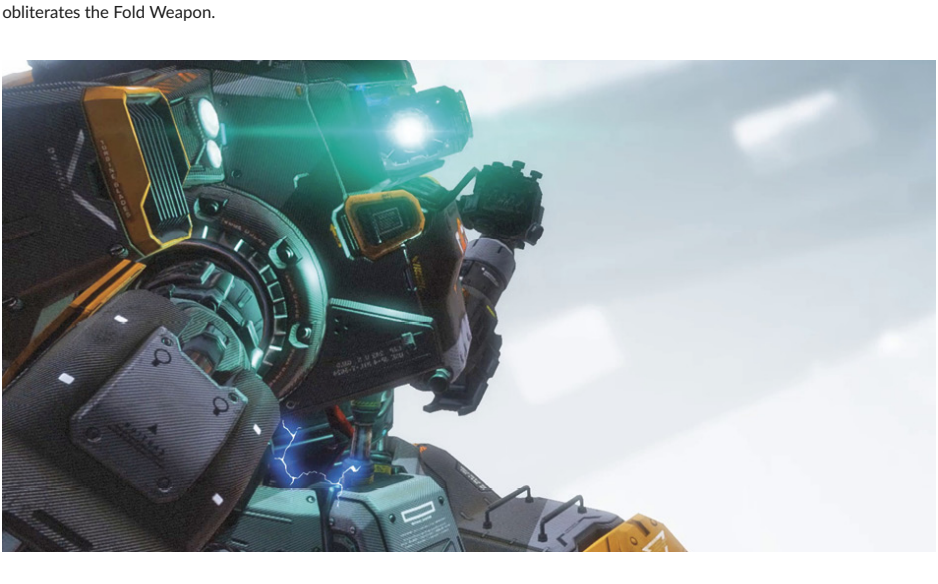
The Fold Weapon is moments away from firing. Briggs urges you to retrieve the Ark from the Fold Weapon's injection system. Move to the waypoint marked on the HUD and interact with the Ark injector. Rapidly press the button/key shown on screen to open the injector. But something goes wrong; the injector back blast overloads BT's internal systems.



As BT's systems come back online, Blisk is seen standing overhead. Oddly, Blisk seems pleased with your prowess as a Pilot. He promises not to kill you. After all, killing you wasn't part of his contract. Before leaving, Blisk places an Apex Predator's card on BT's cockpit; consider this an open invitation to join his group of mercenaries. Before BT can get back to his feet, Blisk is long gone.

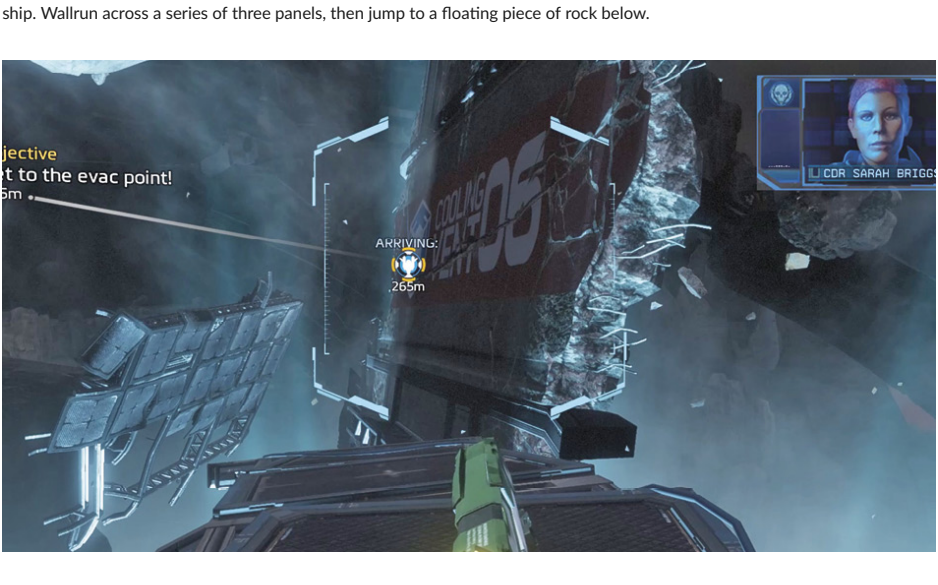


Help BT get up with forward movement inputs. Briggs urges you to find a way to destroy the Fold Weapon before it can fire. BT has a plan: he theorizes that his exposed reactor core may be powerful enough to destabilize the Ark at the center of the Fold Weapon. BT loads himself into the injector and launches himself toward the Ark. While flying toward the Ark, BT grabs you and throws you away from the Fold Weapon. BT continues hurling toward the Ark, resulting in a blinding blast, which obliterates the Fold Weapon.



DEBRIS FIELD

As you drop to the ground, a field of debris hovers in place where the Fold Weapon once stood. Sarah reports that an evac site is located nearby, but she can't find a spot to land a dropship. You'll need to maneuver across the debris field to reach Barker's ship. Wallrun across a series of three panels, then jump to a floating piece of rock below.



EVACUATION

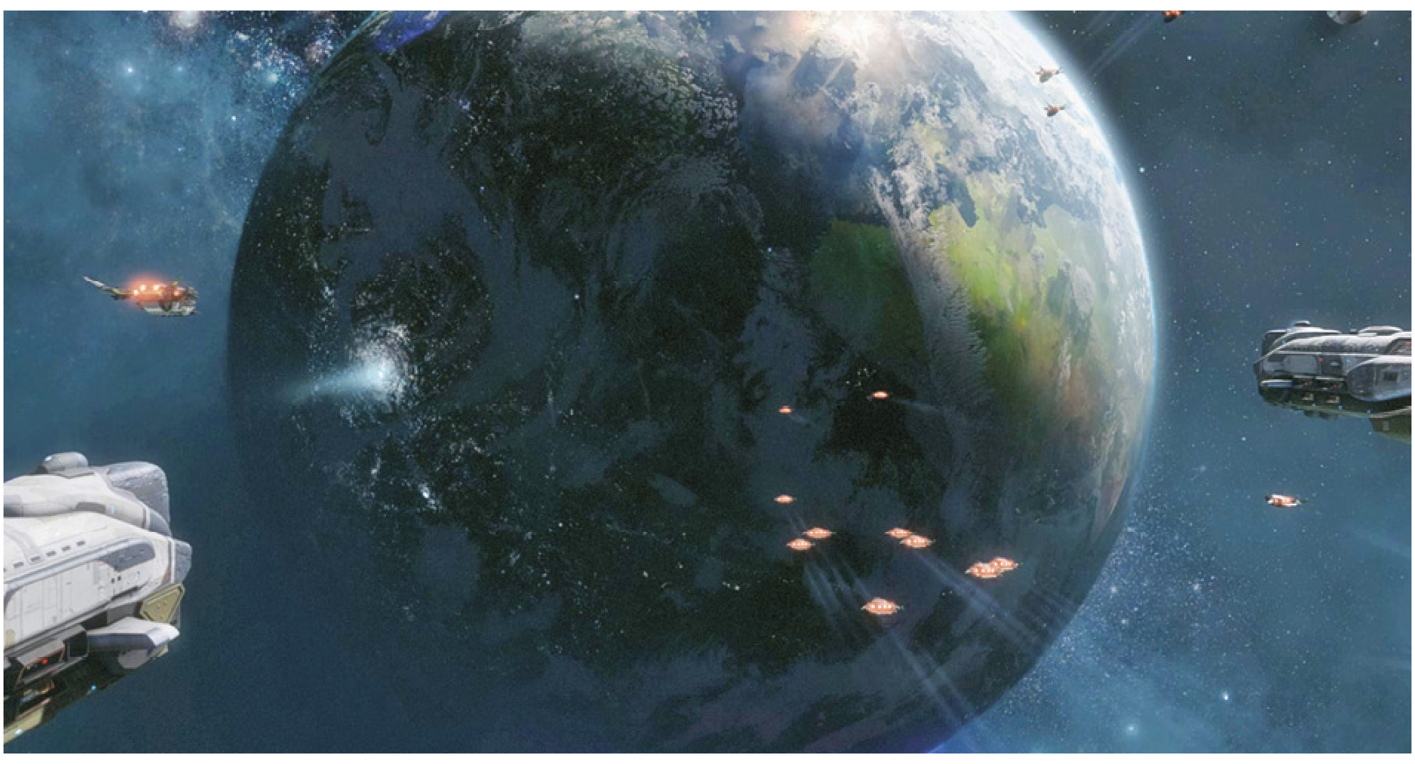
During the advance across the debris field, use the waypoint marker on the HUD to maintain proper orientation. It can be tough to get your bearings amidst this surreal environment. If necessary, stop momentarily until the next sequence presents itself. There is no ghost runner animation to show you the way.

Upon landing on the rock, jump to a horizontal platform, and then wallrun across a slab of rock to the right before leaping to a floating storage container to the left. Pause on the storage container momentarily and wait for two vertical panels to come into view. Wallrun across them and take a leap of faith forward, falling on a large rock slab far below. You're not far from the evac site, but you need to wallrun across a vertical slab of rock to the right and jump onto a large metal platform below. Race across the platform in the direction of the waypoint marker and leap off the edge. Barker's ship flies into view while you're in midair. Briggs reaches out of the cargo hold and pulls you inside as Typhon crumbles below.

TITANFALL 2

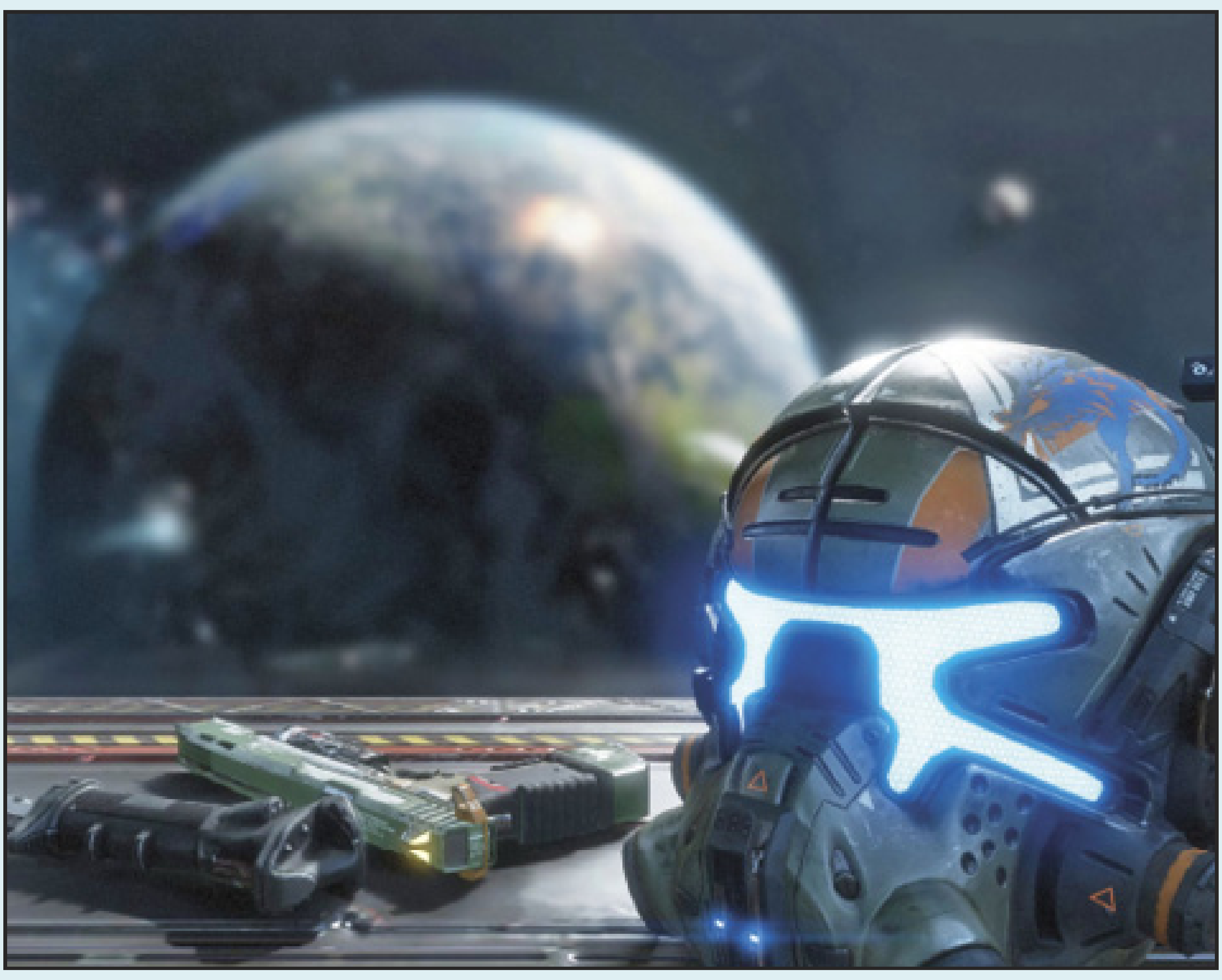
Epilogue

The violent blast caused by the exploding Fold Weapon tore Typhon apart, leaving behind nothing but an asteroid field. But the Militia's home planet of Harmony was saved, denying the IMC a key victory in the ongoing conflict for control of the Frontier. Commander Briggs has inducted Jack Cooper into the elite Marauder Corps and assigned him a new Titan. After his adventures with BT on Typhon, Cooper is unsure what it will be like to have a new Titan—he liked the old one.

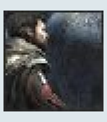
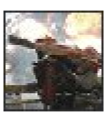
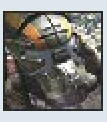


CREDITS

Stay tuned following the game's closing credit sequence. What is the meaning of that final shot?



ACHIEVEMENT AND TROPHY CHECKLIST

IMAGE	NAME	DESCRIPTION
	Titanfall!	Call in a new BT (Secret)
	Aim Bot	Destroy a Titan with your Smart Core in the Campaign
	No Salvage	Defeat Slone (Secret)
	The Real Pilot's Gauntlet	Complete the rising world run (Secret)
	Certified Pilot	Complete the Campaign on Normal
	Renowned Pilot	Complete the Campaign on Hard
	Legendary Pilot	Complete the Campaign on Master
	Jack of All Trades	Collect all of BT's loadouts in the Campaign
	Every Nook and Cranny	Find All Collectibles

TITANFALL 2

Pilots

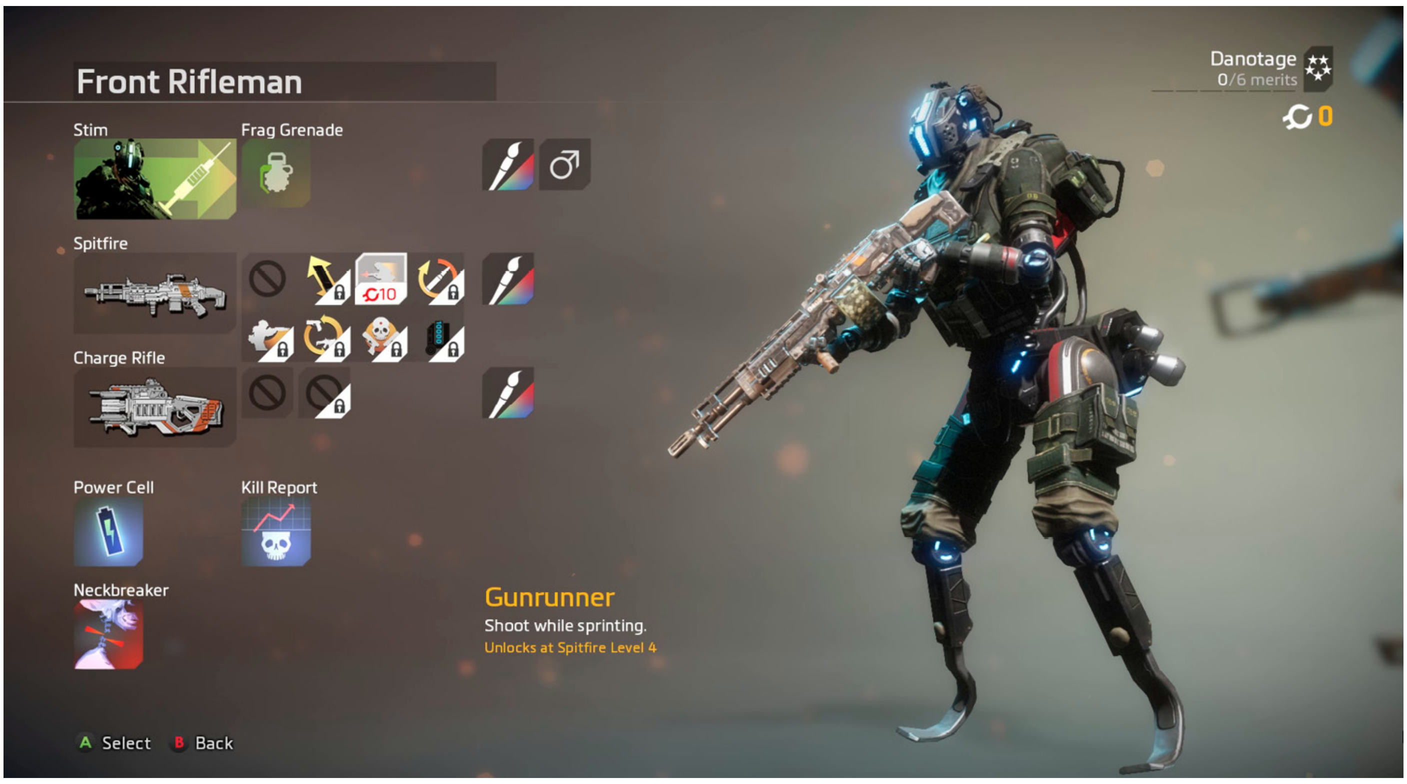
Overview

Pilots are an elite warrior class, and their performance is a decisive factor in every battle in the Frontier. While trained to operate Titans, Pilots spend just as much time racing across the battlefield on foot, utilizing their Jump Kits to flank and outmaneuver their opponents. Although raw skill and mobility are important, so is picking the right equipment for the job. Here, we take a look at all customization options available to Pilots, offering tactics and recommended loadouts to help you get the most out of each ability, kit, and weapon.

TITANFALL 2

Pilots

Pilot Customization



Gunrunner

Shoot while sprinting.

Unlocks at Spitfire Level 4

There are many decisions to be made in the loadout screen. Here you can customize your Pilot, as well as their primary and secondary weapons.

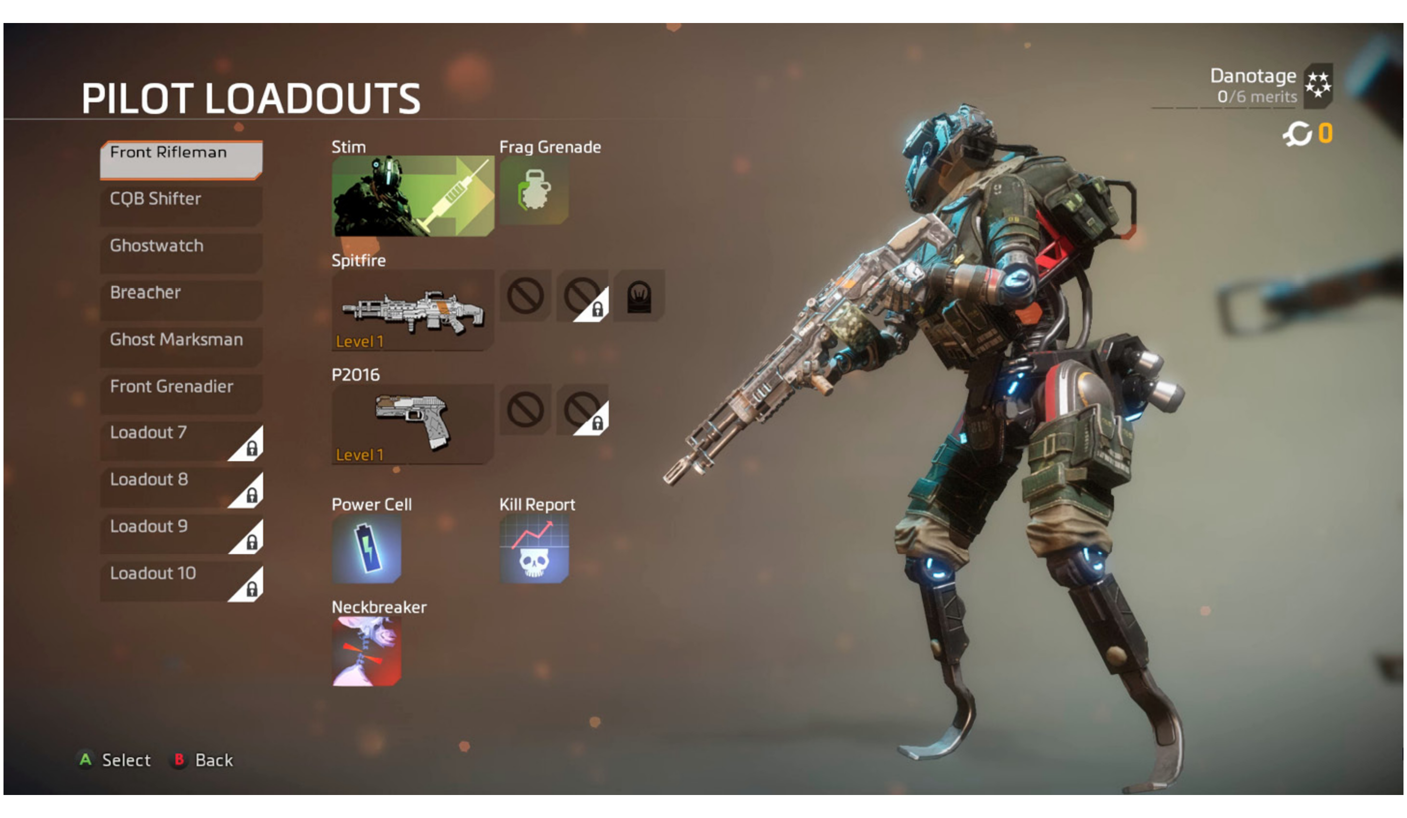
Pilots are capable of equipping a wide range of custom weapons, abilities, and kits to enhance their performance in combat. As an elite unit, it's up to you to find the right mix of equipment that complements your style of play. Each Pilot has seven customizable slots. Here's a brief rundown of each slot.

- **Tactical Ability:** There is a total of nine tactical abilities, giving Pilots a unique tactical advantage. Your choice of tactical ability determines the size and general appearance of your Pilot. While tactical abilities offer a wide range of gameplay benefits, your Pilot's appearance is purely aesthetic, regardless of size.
- **Pilot Camo:** Choose from a wide selection of camo patterns. New camo patterns are unlocked by leveling up your Pilot. These are purely aesthetic choices and have no impact on gameplay.
- **Pilot Gender:** Like camos, selecting male or female does not affect gameplay. It's another aesthetic choice.
- **Primary Weapon:** This is your default weapon when deploying. There are twenty to choose from, each with unique characteristics and specializations. Primary weapons can be equipped with optional attachments and mods, altering their performance.
- **Secondary Weapon:** New to *Titanfall 2*, your secondary weapon can consist of a pistol or anti-Titan weapon. Pistols serve primarily as a backup to your primary weapon. When your primary runs out of ammo in a firefight, switch to your sidearm and finish strong. Or if you prefer greater versatility, choose from the four anti-Titan weapons, giving you the capability to damage and even destroy enemy Titans.
- **Weapon Camo:** Just like customizing your Pilot's camo, you can also apply different camo patterns to your primary and secondary weapons. New camos are unlocked by leveling up weapons.
- **Ordnance:** Choose from a variety of grenades or remotely detonated charges, ideal for dishing out heavy damage against Pilots, minions, and Titans.
- **Kits:** There are two kit slots—Kit 1 and Kit 2—each with four options. Most of these kit options are passive, enhancing Pilots in various ways. Select kits that complement your other loadout selections and style of play.
- **Execution:** Performing a melee strike while directly behind an enemy results in an execution, displayed in a brutal third-person animation. New execution animations are unlocked as you progress through your career.
- **Boosts:** Similar to Burn Cards from *Titanfall*, boosts give your Pilot a unique combat bonus. While you begin your career with the Amped Weapons boost, more boosts are available as you unlock them through leveling up your Pilot. Boosts are assigned through the Identity menu.

TITANFALL 2

Pilots

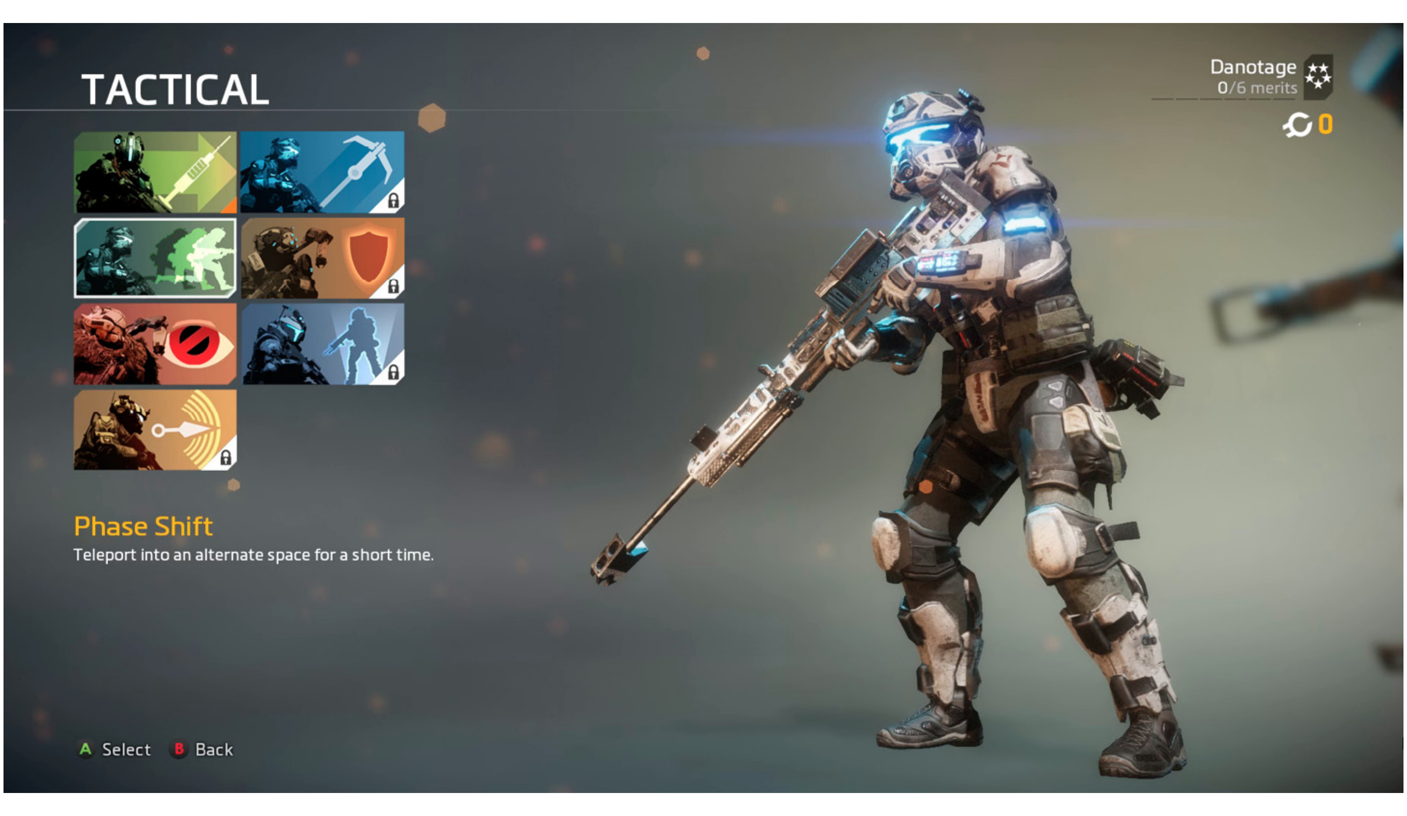
Preset Pilot Loadouts



Experiment with the preset loadouts available and customize them as you unlock new weapons and gear.

As a rookie Pilot, there are six preset loadouts available to you: Front Rifleman, CQB Shifter, Ghostwatch, Breacher, Ghost Marksman, and Front Grenadier. Each of these loadouts can be customized as you see fit. Later on, as you level up, you can access the Custom Pilot loadouts, allowing you to create your own Pilot loadouts from scratch. In the meantime, the preset loadouts should serve as an example of what kind of customization is available. Study these loadouts and experiment with their strengths and weaknesses while defining your own style of gameplay.

TACTICAL ABILITIES



Phase Shift

Teleport into an alternate space for a short time.

The chosen tactical ability determines the size and appearance of the Pilot's suit: light, medium, or heavy.

Choosing a tactical ability is one of the most important steps you take when creating a new Pilot loadout. But before you make this decision, take into account your style of play and the objectives of the current game mode. Initially, three tactical abilities are available: Cloak, Pulse Blade, and Grapple. More tactical abilities are unlocked as you level up. Once assigned, these abilities are manually activated at a Pilot's discretion, giving them a temporary advantage. But abilities only remain active for a few seconds before they must recharge. However, the Power Cell, available in Kit 1, helps these abilities recharge at a quicker rate, allowing them to be deployed with greater frequency.

CLOAK

Description: Become nearly invisible. Cloak has increased effectiveness versus Titans.

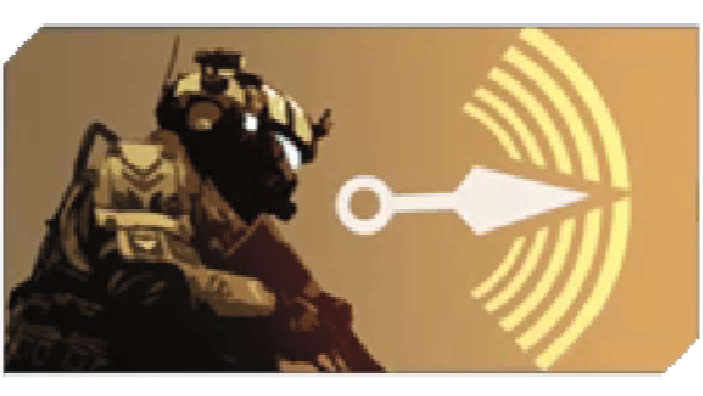
Pilot Suit: Heavy

Unlock: Level 1

FIELD NOTES

Cloak has numerous tactical applications, making it a great choice for new Pilots. Consider using Cloak to sneak up on enemies or to escape dangerous situations. While cloaked, your Pilot is completely invisible to minions and enemy Titans. However, enemy Pilots can still detect a faint silhouette. Cloak is deactivated whenever you fire a primary or secondary weapon. However, you can still toss grenades and perform melee kills without uncloaking. Cloak is best utilized when operating around enemy Titans. Use it to approach and stage rodeo attacks. But avoid double jumping while cloaked. Your Jump Kit's exhaust is still visible, potentially giving away your position. Consider equipping Low Profile, included in Kit 2. This eliminates your Jump Kit's exhaust, making Cloak that much more effective during rodeo attacks.

PULSE BLADE



Description: Expose enemies through all surfaces with this sonar pulse-emitting throwing knife.

Pilot Suit: Medium

Unlock: Level 1

FIELD NOTES

Pulse Blade is a derivative of Active Radar Pulse from *Titanfall*. When thrown, this knife emits a sonar pulse, making enemy units visible through walls. Contacts appear as orange silhouettes. Even when enemies aren't behind cover, they're highlighted with an orange silhouette, making them easier to spot, particularly if they're obscured by smoke or dust. However, Pulse Blade cannot detect cloaked Pilots. The blade's sonar pulse has a limited range, revealing enemies within a defined radius for approximately five seconds. When deploying Pulse Blade, take aim at a nearby enemy. If you score a hit, the Pulse Blade is lethal. After all, it is a hand-thrown knife. This is the ideal tactical ability for players seeking to fill a reconnaissance or support role. Pulse Blade is also helpful when securing and defending objectives during Amped Hardpoint and Capture the Flag matches.

GRAPPLE

Description: Grappling hook for getting to out-of-reach places quickly. Strategic jumping enhances its effectiveness.

Pilot Suit: Light

Unlock: Level 1

FIELD NOTES

Pilots seeking greater mobility are certain to find a use for the new Grapple ability. Simply aim at any point and activate the ability to fire a grappling hook attached to a cable. As the hook makes contact with an object, the cable is automatically reeled in, along with the Pilot. Obviously, Grapple is ideal for reaching high perches, inaccessible by other Pilots. Consider choosing Grapple when carrying a sniper rifle. But Grapple is also a great way to maintain momentum, linking jumps and wallruns. In addition to grappling ledges, you can also Grapple enemy units. This is a flashy way to initiate a rodeo attack on an enemy Titan. Or fire Grapple at an enemy Pilot to score a surprisingly fast melee kill. If your team loses a match, Grapple is ideal for reaching the dropship during your team's evacuation.

STIM

Description: Quickly heals and boosts your speed for a short time.

Pilot Suit: Light

Unlock: Level 3

FIELD NOTES

Stim returns from *Titanfall*, giving Pilots an instant adrenaline boost, increasing both speed and healing. Like Cloak, Stim is an excellent choice for novice Pilots, providing that instant jolt necessary to escape dangerous situations. Retreat to a safe location and regroup while you return to full health. To enhance Stim's performance, activate it while sprinting or wallrunning. Enemies in pursuit will be incapable of catching you. Due to the increase in speed, you can also jump great distances while Stim is active. In addition to using Stim in defensive situations, it also comes in handy when you're carrying the flag in Capture the Flag matches. Grab the enemy's flag and then activate Stim to escape the enemy team's territory.

PHASE SHIFT

Description: Teleport into an alternate space for a short time.

Pilot Suit: Medium

Unlock: Level 14

FIELD NOTES

The Phase Shift tactical ability functions similarly to the Phase Dash employed by the Ronin Titan, allowing Pilots to seemingly disappear and reappear. But unlike Cloak, Phase Shift actually teleports a Pilot into an alternate dimension. During a Phase Shift, you can still move, but the world is transformed to a surreal black-and-white environment. Objects are still visible, but enemies have disappeared. To return to the real world, activate the ability again. Deploy Phase Shift wisely to confuse and disorient enemies while staging flank attacks. Or simply use it to escape. During the shift, you can't pass through walls or other solid objects, so don't get hung up on a level's geometry; keep moving. The greater distance you can cover during a shift, the more disorienting it will be to enemies when you reappear in a different location. However, while moving in the alternate dimension, you leave behind a faint trail. Attentive Pilots can follow this trail to estimate where you'll reappear.

A-WALL

Description: Pilot-sized particle shield that amps outgoing shots. Destroyable only at its protective base.

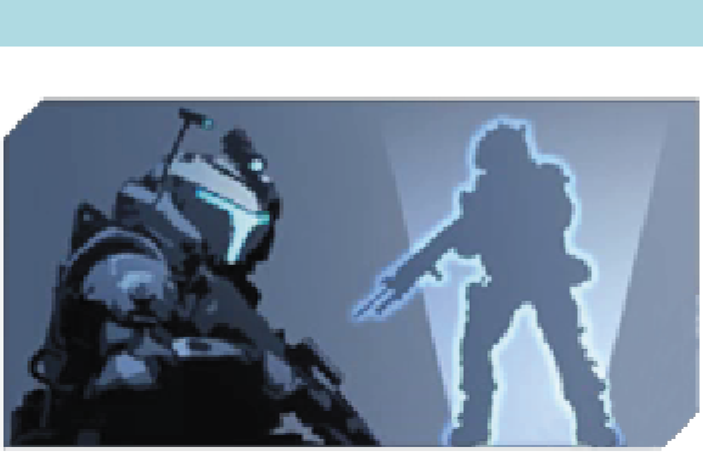
Pilot Suit: Heavy

Unlock: Level 26

FIELD NOTES

The A-Wall is a portable particle shield, similar to the Tone Titan's Particle Wall. When deployed, the A-Wall appears as an orange transparent energy shield. It benefits from a slight curvature, blocking some flanking shots. Like the Particle Wall, the A-Wall is a one-way shield. You can shoot through the back side, but not the front. So stay behind the shield and open fire on enemies. Shots fired from behind the A-Wall are amped, dealing more damage. While effective in certain defensive situations, the A-Wall is stationary and can easily be flanked by enemy Pilots. Therefore, drop it in locations like hallways, windows, or corners where flanking opportunities are limited. If a flank is imminent, abandon your A-Wall and retreat to a safe location. You don't want an enemy using your own A-Wall against you.

HOLO PILOT



Description: Creates a holographic copy of yourself mimicking your actions when activated.

Pilot Suit: Medium

Unlock: Level 36

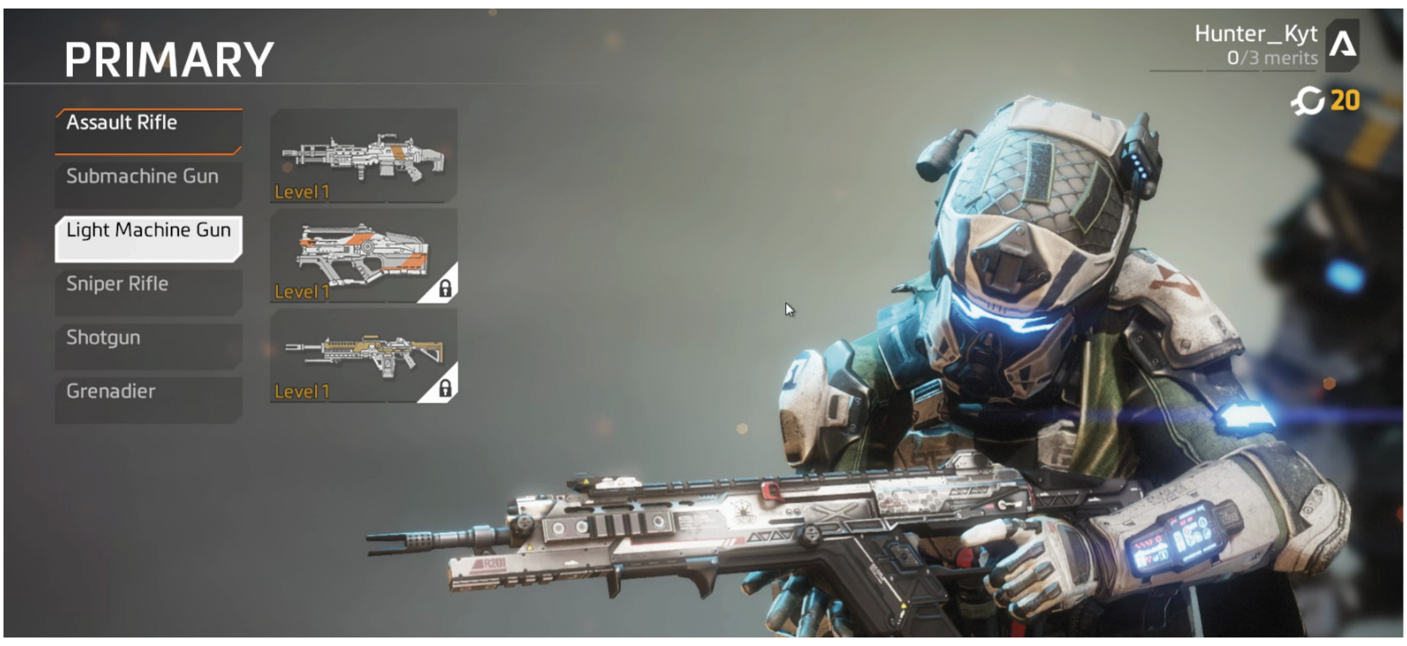
FIELD NOTES

If deployed creatively, the Holo Pilot can trick your enemies into attacking a holographic decoy while you escape or stage a flanking maneuver. Before activating this ability, take a moment to devise a plan: where do you want the Holo Pilot to go? Upon activation, the holographic decoy moves in the same direction as your Pilot. If you're standing still, the holographic pilot will do the same. For best results, activate the Holo Pilot while moving, and then immediately change direction to sell the illusion. Your opponents will see two identical Pilots moving in different directions. The Holo Pilot continues moving in a straight line and does not mimic any of your movements following the deployment. So if you suddenly jump or change direction, attentive opponents can detect which Pilot is real and which is fake. But this split second of confusion often buys you enough time necessary to retaliate or retreat. Holo Pilot is particularly effective against AI-controlled units, including Titans.

TITANFALL 2

Overview

Selecting a primary weapon is the most important choice when customizing your Pilot's loadout. The characteristics of your primary weapon determine how and at what range you engage enemy Pilots and minions. This, in turn, dictates your style of play. By scoring kills with a particular weapon, you can unlock a variety of attachments and mods. Attachments consist of different weapon sights, each offering unique sight pictures and varied magnifications. See the provided table for more details.



While attachments change the way targets are acquired when aiming down sights, they have no impact on the weapon's overall performance. Mods, on the other hand, alter the way a weapon functions, sometimes increasing or decreasing a weapon's stats. Each primary weapon has one attachment slot and two mod slots. Experiment with different configurations to find a combination that works for you.

ATTACHMENTS: OPTIC SIGHT PICTURES

OPTIC	NAME	DESCRIPTION
	HCOG	Open holographic combat optical sight.
	HCOG Ranger	Enhanced zoom scope.
	Holosight	Holographic gun sight.
	AOG	Advanced Optical Gun sight with increased magnification.
	Threat Scope	Makes enemies easy to spot by applying an AR overlay to them.
	Variable Zoom	Press sprint to toggle between two magnification levels.

Disclaimer: The weapons shown in this section may change as the game is updated and patched.

WEAPON MODS

MOD	NAME	DESCRIPTION
	Extra Ammo	Increased ammo capacity.
	Gunrunner	Shoot while sprinting.
	Speedloader	Faster reload.
	Gun Ready	Fast transition into aiming down sights.
	Quick Swap	Faster transition when switching this weapon.
	Tactikill	Pilot kills increase tactical ability's availability.
	Pro Screen	Attachment that displays your lifetime kills for this weapon.
	Ricochet	Bullets bounce off surfaces; sniper rifles only.
	Suppressor	Reduces noise and muzzle flash while keeping you off radar; pistols only.
	Charge Hack	Overrides charging for instant fire, but at the cost of reduced damage; Charge Rifle only.

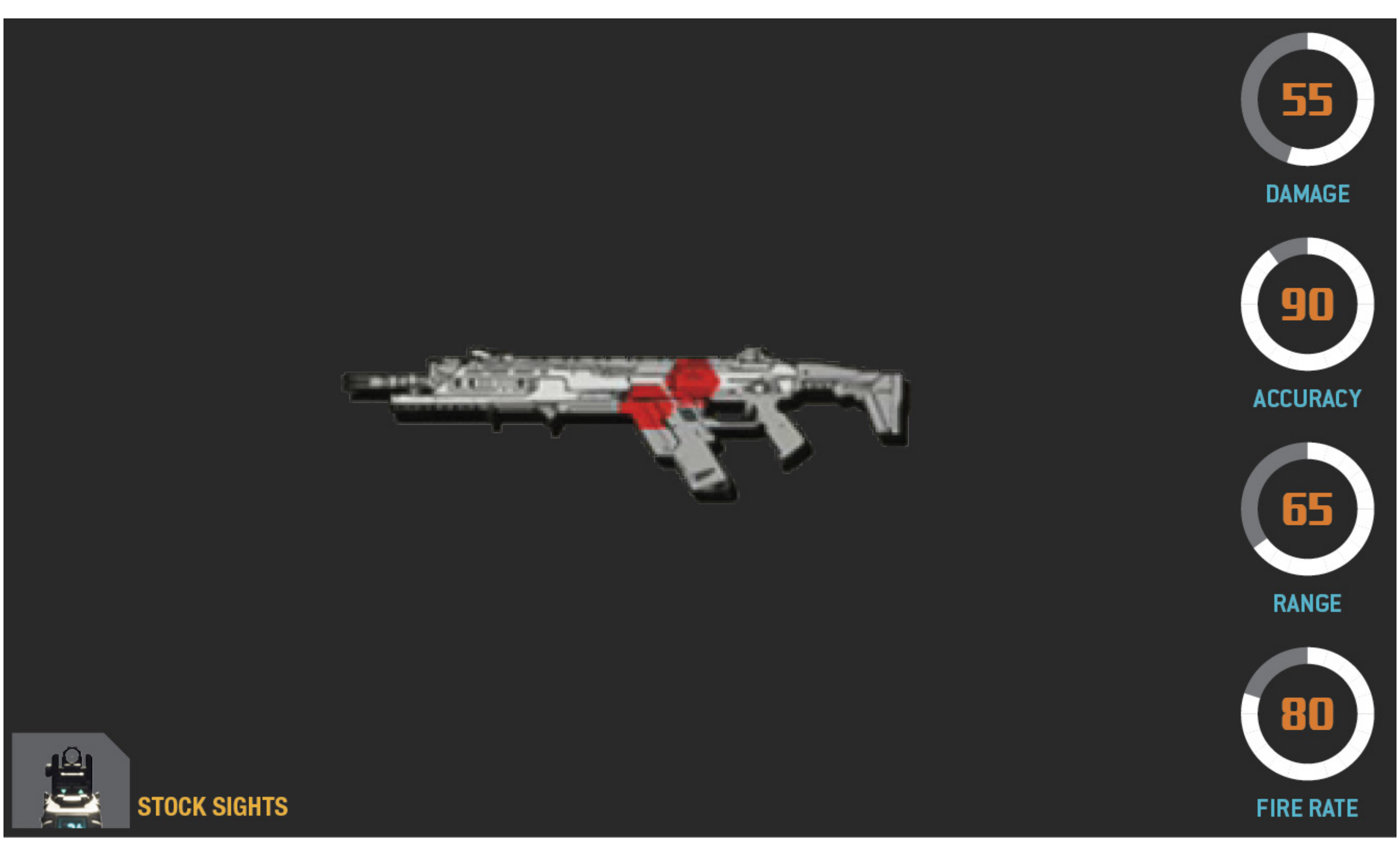
TITANFALL 2

Primary Weapons

Assault Rifles

Assault rifles are the most versatile primary weapons available, benefitting from a high rate of fire, impressive accuracy, and respectable damage output. If you're not certain what kind of threats you'll be facing, you can never go wrong with an assault rifle.

R-201 CARBINE



Description	Full-auto and high accuracy assault rifle.
Magazine Capacity	24
Unlocks at	Level 1
Cost	N/A
Strengths	Impressive accuracy; moderate recoil
Weaknesses	Lowest Damage output of assault rifles; outclassed at long range by rifles

FIELD NOTES

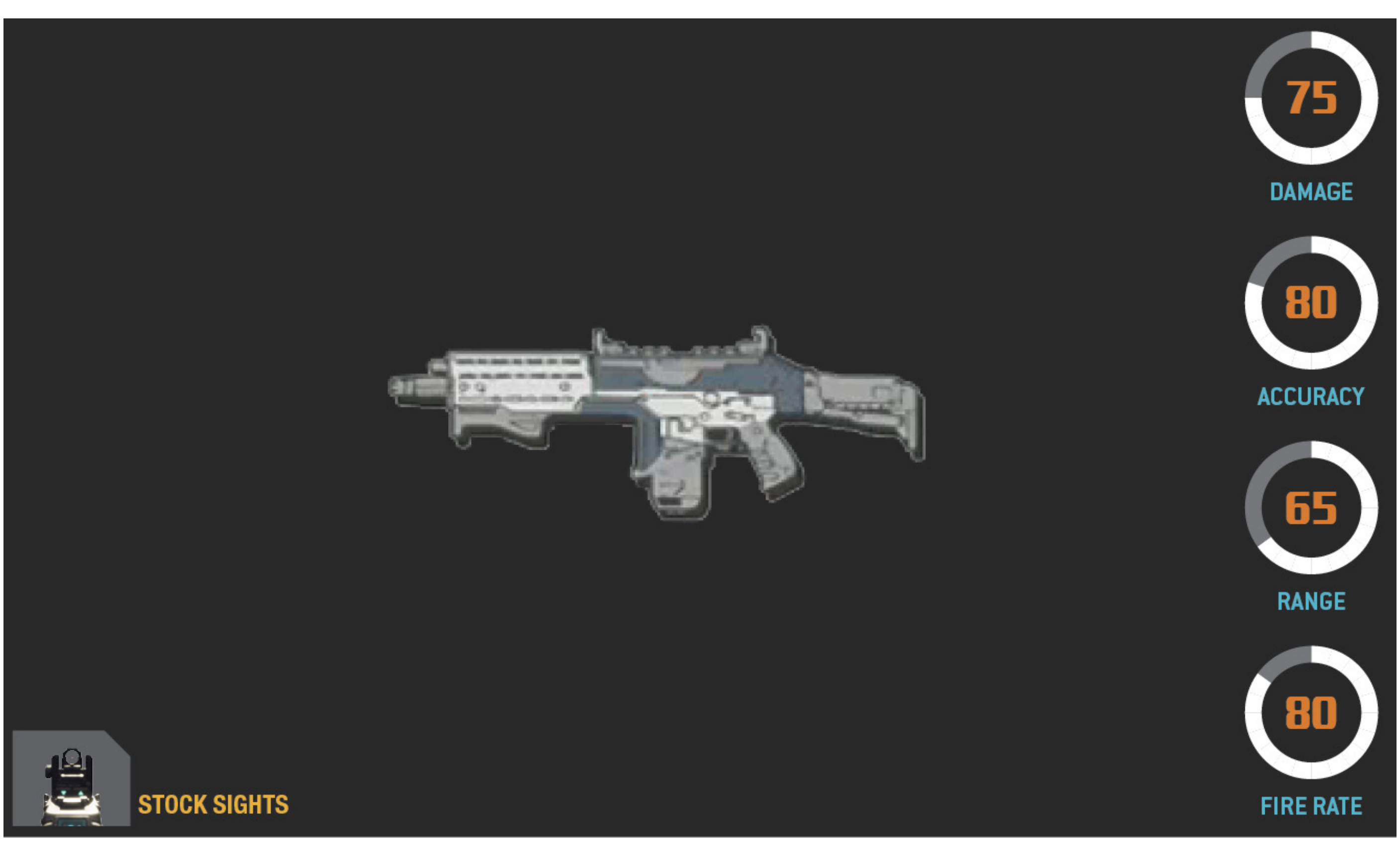
Like its predecessor, the R-101C, the R-201 Carbine is one of the most versatile weapons in the game, making it a great choice for rookie Pilots. It has great accuracy, while its rate of fire is ideal for chewing up enemy Pilots and minions.

Play aggressively or passively throughout a match. Its range enables you to pick off Pilots from a distance, and its fully automatic feature allows you to fire away in those close-quarters battles. When engaging targets at long range, fire the weapon in short bursts to maintain accuracy.

You can pick off most minions from a distance with quick headshots or a few bullets to the body. The magazine capacity allows you to pick off a group of minions and still have enough ammo left to drop a Pilot.

The sight attachments offer different magnifications. If you're looking to sit back and defend on an open map, attach the HCOG Ranger. At closer ranges, attach the HCOG Ranger or Threat Scope. If you find yourself running out of ammo, equip the Extra Ammo mod to increase your ammo count.

HEMLOK BF-R



Description	Burst-fire assault rifle.
Magazine Capacity	24
Unlocks at	Level 35
Cost	100
Strengths	Accurately fires multiple rounds with impressive accuracy; solid mid-range weapon
Weaknesses	Poor close-quarters performance; diminished accuracy due to recoil

FIELD NOTES

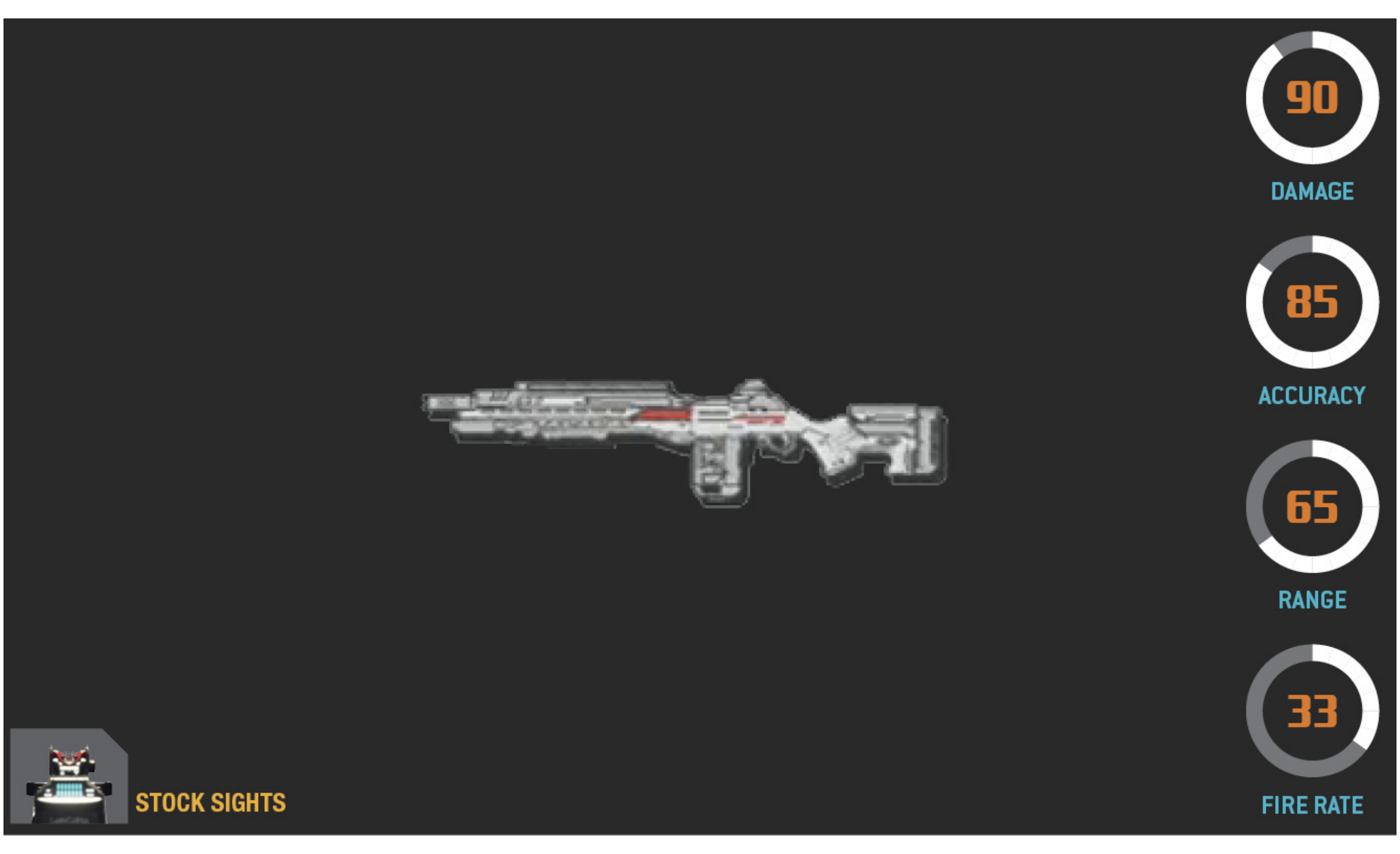
The Hemlok BF-R is unique as the only burst-fire weapon available. The weapon's three-round burst offers impressive damage output, taking down most threats with a single burst. This makes it a very effective weapon when engaging targets at long and intermediate ranges. However, the Hemlok is easily outclassed at close range by all of the automatic weapons. Tap fire as fast as possible to maintain a high rate of fire during close-quarters encounters.

When engaging Pilots with the Hemlok, keep your distance and do your best to avoid detection. Due to their quick movements, Pilots are difficult to track and hit. Fortunately, the weapon can fire several bursts in quick succession, making it easier to score hits on fast-moving targets. If enemy Pilots close on you to short range, consider switching to a pistol. The automatic RE-45 Auto Pistol is a good backup.

This is the ultimate minion-killing weapon, dropping most threats with a single burst. Hold back and engage minions at mid-range, where they pose minimal risk. This allows you to down entire squads of grunts and Spectres without reloading. But while hunting minions, watch out for enemy Pilots trying to sneak up on you.

Firing a three-round burst with each trigger pull makes ammo evaporate quickly. Consider equipping the Extra Ammo and Speedloader mods to mitigate the downside of frequent reloads.

G2A5



Description	Semi-auto precision rifle.
Magazine Capacity	14
Unlocks at	Level 13
Cost	100
Strengths	Lethal one-shot capability; impressive accuracy and range
Weaknesses	Low rate of fire; limited magazine capacity

FIELD NOTES

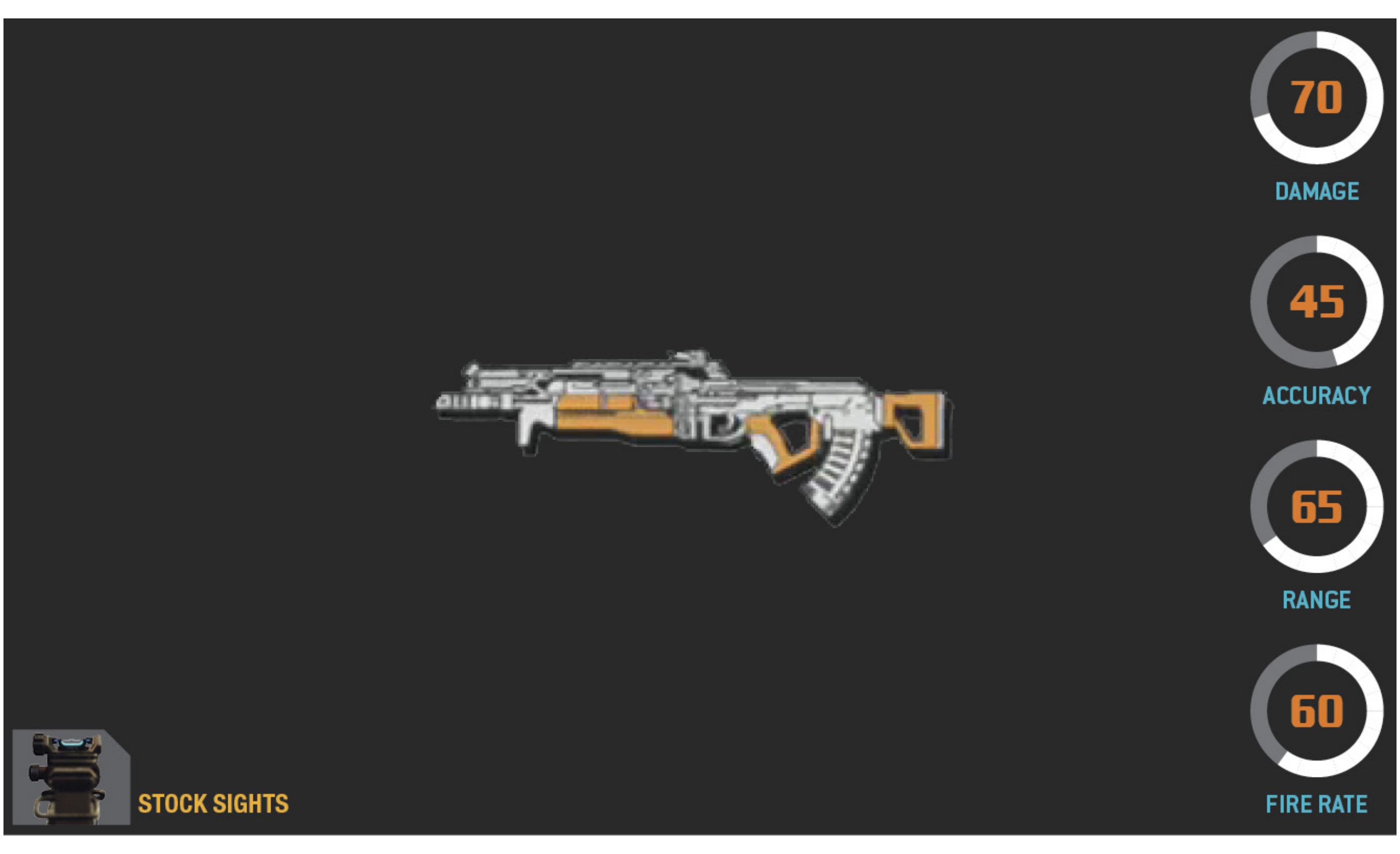
The G2A5 Rifle is the only semi-automatic weapon classified as an assault rifle. Despite its low rate of fire, the rifle is capable of killing grunts with one shot to the head. But the weapon does suffer from a limited magazine capacity, requiring frequent reloads. Still, its accuracy and damage output are a worthy trade-off.

When engaging Pilots, this weapon is most effective during long-range battles. So hold back and pick off Pilots in the distance. With its semi-automatic functionality you'll have to be extremely accurate with your aim. At close range, prepare to tap your trigger as fast as you can.

The smaller magazine makes this weapon less effective against minions. You don't want to get ambushed by a Pilot when you're taking out minions, since you'll most likely run out of ammo and have to reload. If you're going to kill grunts or Spectres, keep your distance and watch out for incoming Pilots.

Given its accuracy at range, consider equipping the HCOG Ranger optic. This magnified sight makes it easier to acquire targets at range and score headshots. The Extra Ammo mod is also worthwhile, boosting the weapon's magazine capacity.

V-47 FLATLINE



Description	Full-auto, with a punch.
Magazine Capacity	30
Unlocks at	Level 47
Cost	100
Strengths	High damage output; magazine capacity
Weaknesses	Poor accuracy; harsh recoil

FIELD NOTES

Among the assault rifles, the V-47 Flatline is the full-auto alternative to the R-201 Carbine. While the R-201 is a bit more versatile and refined, the Flatline sacrifices accuracy and handling for raw stopping power.

Due to the weapon's less than stellar accuracy, the Flatline is best deployed at close to intermediate ranges, attacking minions and Pilots alike. To combat the weapon's harsh recoil, limit full-auto bursts to three or four shots. Allow the weapon to settle before firing another burst. If your shots connect, you won't need more than a quick burst to drop a Pilot or minion.

When confronting Pilots, try to limit engagements to confined areas where you can rely on the weapon's damage output and rate of fire to complete the job. In large, open environments, the Flatline is outclassed by every assault rifle, not to mention the sniper rifles.

Of the sights available, the HCOG is the best fit for the Flatline, allowing for quick target acquisition. Pair it with the Gun Ready mod to decrease the time it takes to aim down the weapon's sight. This can make a difference when countering opponents with faster firing SMGs.

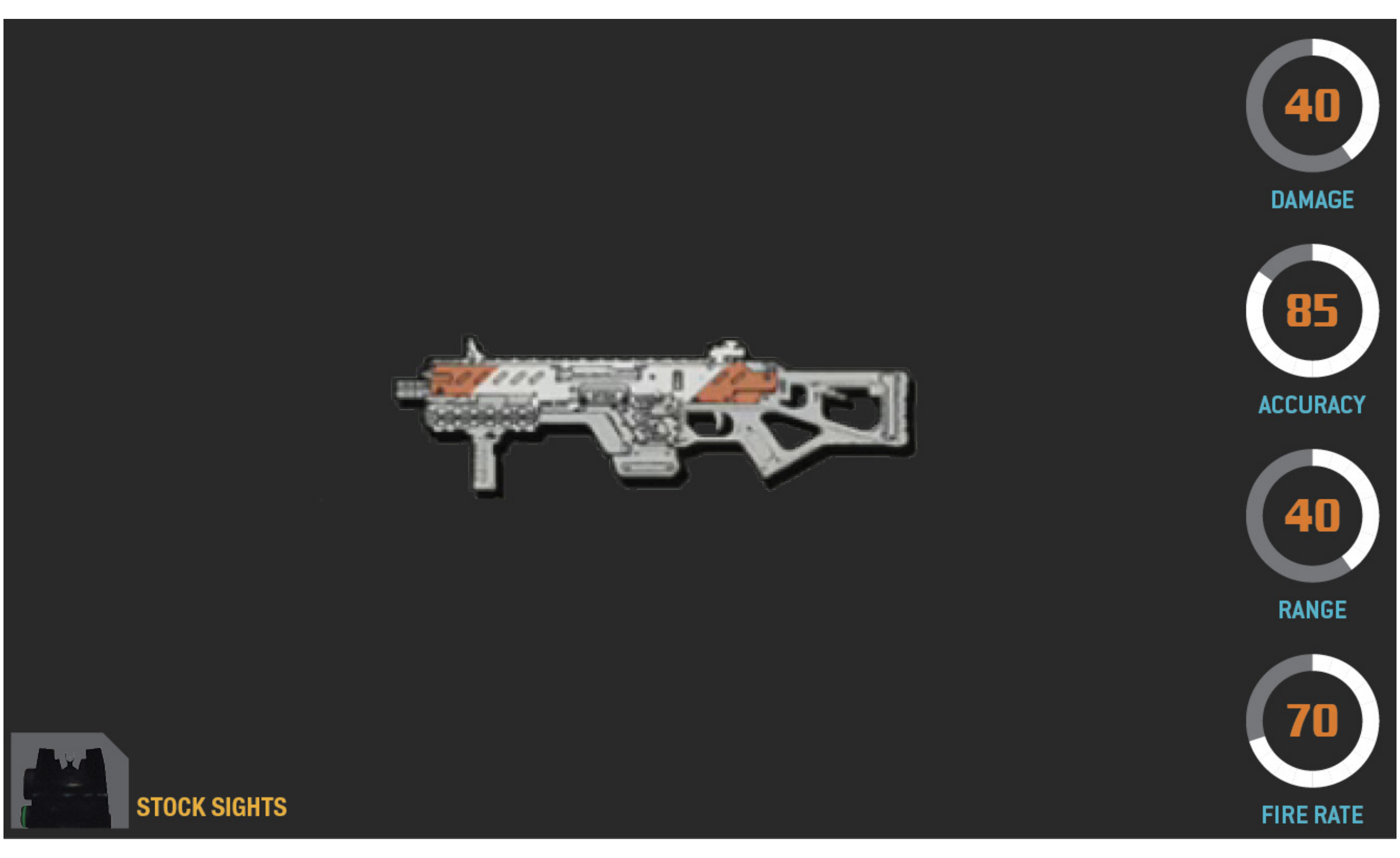
TITANFALL 2

Primary Weapons

Submachine Guns

These compact, rapid-firing weapons are favorites among Pilots. Designed for close combat, submachine guns bridge the gap between assault rifles and pistols, giving Pilots a surprising amount of firepower in a small package. Equip a submachine gun when fighting takes place in tight, confined areas.

CAR



Description	Consistent recoil SMG.
Magazine Capacity	30
Unlocks at	Level 1
Cost	100
Strengths	Well-rounded SMG; excellent recoil management
Weaknesses	Disappointing damage output

FIELD NOTES

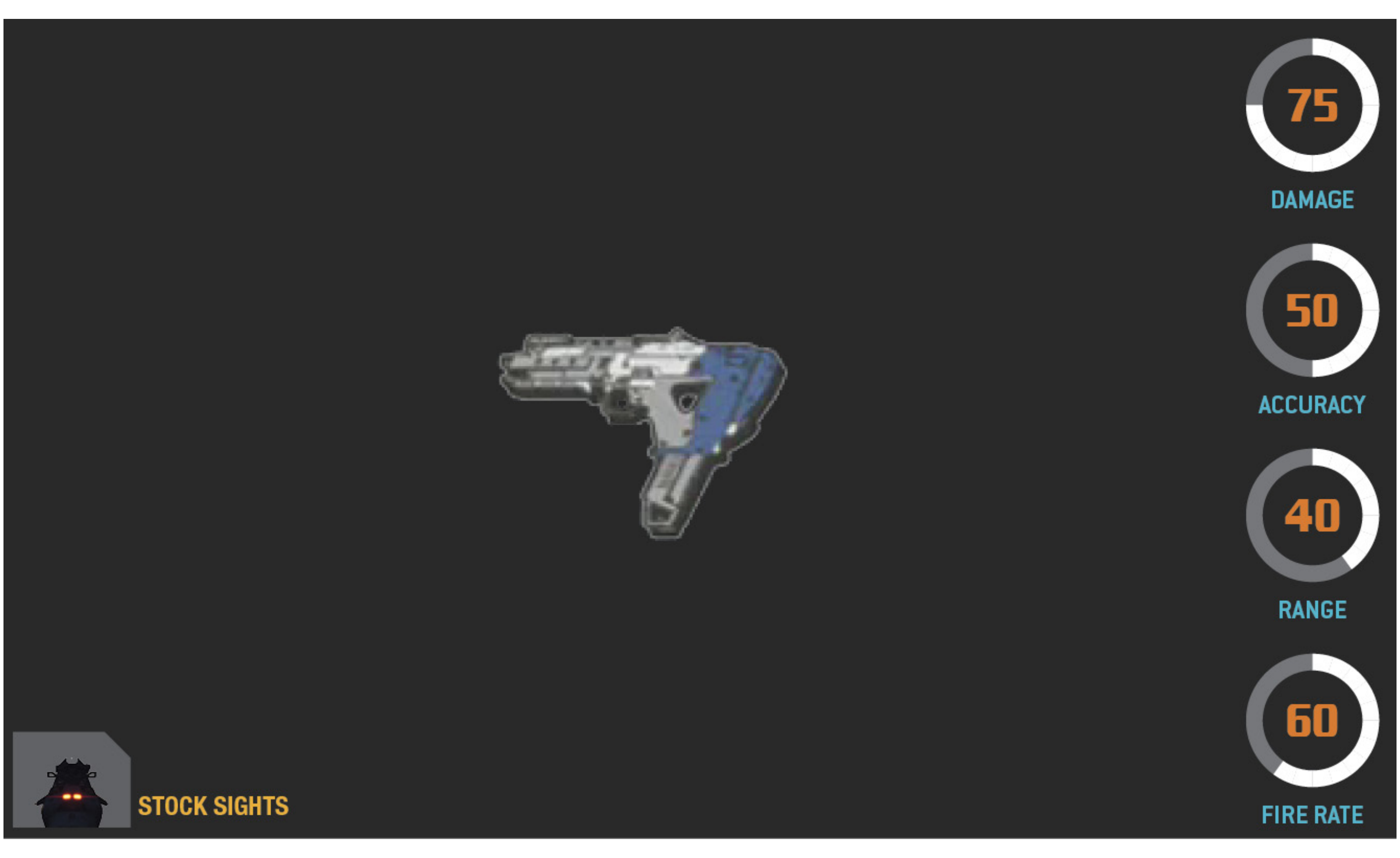
Out of the submachine guns, the CAR is the most well-rounded, offering a good balance of firepower, accuracy, and handling. This makes the weapon extremely easy to use, perfect for novice Pilots.

What the CAR lacks in damage output it more than makes up for in accuracy, rate of fire, and recoil management. Even when firing prolonged bursts of automatic fire, the CAR exhibits minimal recoil. This makes it easier to keep the weapon on target.

Even when firing from the hip, the CAR manages to stay on target with minimal shot deviation. Therefore, in close-quarters firefights, don't bother aiming down the weapon's sights. Simply shoot from the hip, aiming for center mass. This gives you a better field of view, particularly when confronting fast-moving Pilots.

The CAR's magazine capacity is decent, but could benefit from the Extra Ammo mod. The Speedloader is another worthwhile mod, decreasing the time it takes to swap magazines. When these mods are both equipped, the CAR can keep firing with minimal downtime.

ALTERNATOR



Description	Twin Barrel SMG.
Magazine Capacity	20
Unlocks at	Level 8
Cost	100
Strengths	Astounding damage output
Weaknesses	Low magazine capacity; mediocre accuracy

FIELD NOTES

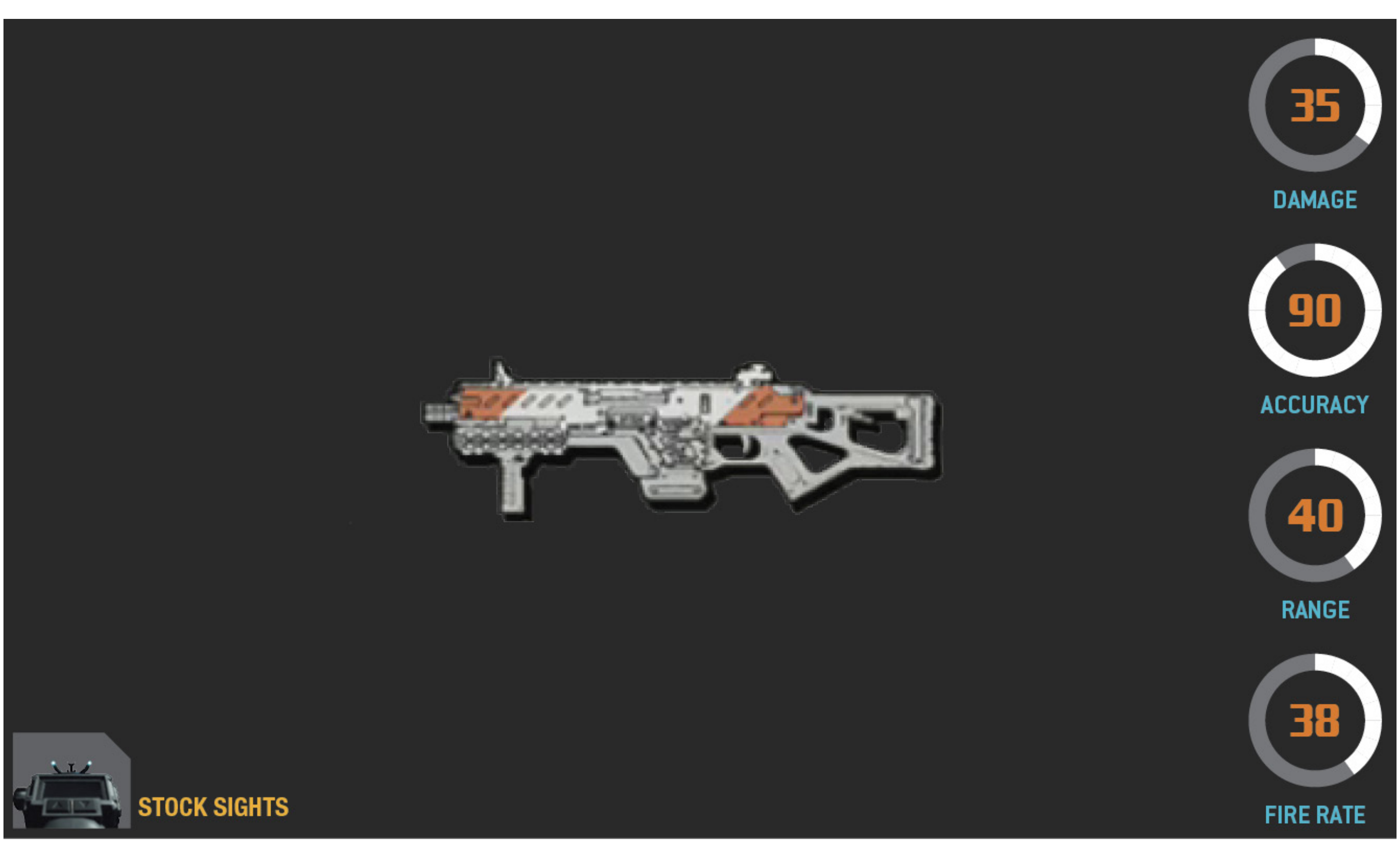
Sporting twin, side by side barrels, the Alternator dishes out incredible damage, capable of taking down minions and Pilots in a flash. The weapon is extremely compact, too, ideal for sweeping interiors and other confined spaces.

The Alternator's major drawback is its magazine capacity. With only 20 rounds per magazine, this weapon requires frequent reloads. Consider equipping a pistol as a backup. You don't want to be caught reloading during an intense firefight.

Due to the weapon's limited range and accuracy, the Alternator is outclassed by most primary weapons when you're fighting at intermediate to long ranges. So consider staying indoors. It's an excellent choice for defenders during Amped Hardpoint and Capture the Flag matches.

Consider equipping the Extra Ammo and Speedloader mods to compensate for the weapon's limited magazine capacity. The Quick Swap mod can also come in handy when you transition to a pistol. While the weapon's stock sights are sufficient, equipping the Holosight can improve target acquisition when accuracy counts.

VOLT



Description	Energy actuated SMG.
Magazine Capacity	33
Unlocks at	Level 27
Cost	100
Strengths	Great accuracy; decent magazine capacity
Weaknesses	Poor damage output; low rate of fire

FIELD NOTES

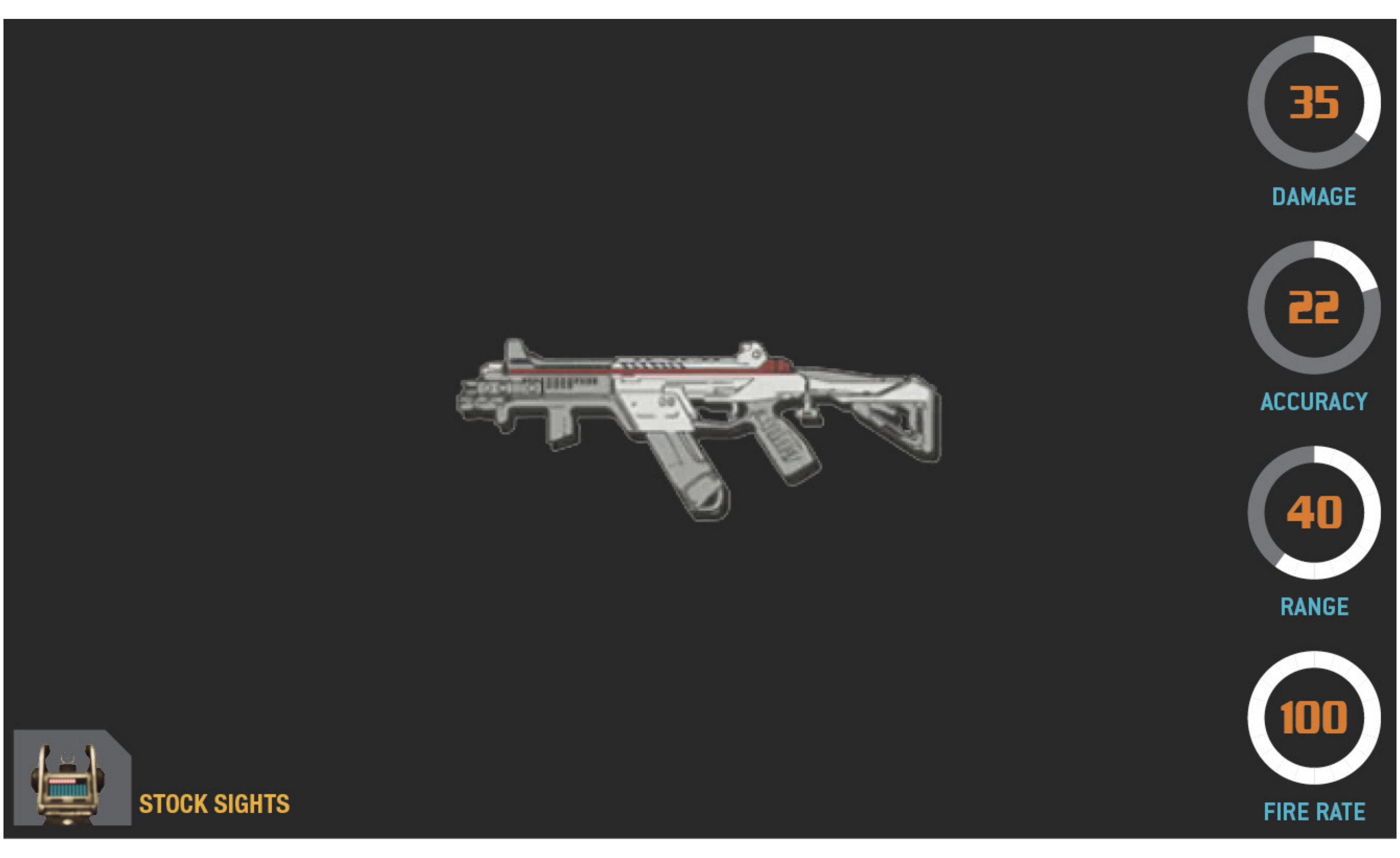
The Volt is the most accurate submachine gun, perfect for lining up lethal headshots. It also possesses an adequate magazine capacity, requiring less frequent reloads than the CAR and Alternator. Energy actuation results in a distinctive blue muzzle flash.

Despite its impressive accuracy, the Volt lags behind the other SMGs in multiple categories. The low damage output and rate of fire lead to a longer kill time. For this reason, put the Volt's accuracy to use to score headshots.

Due to the weapon's unique characteristics, the Volt is best suited for intermediate engagements, where accuracy is more important than a high rate of fire. However, be prepared to compensate for the Volt's noticeable side to side recoil during prolonged automatic bursts.

Once unlocked, equip the Holosight optic to improve target acquisition and precision. If you prefer some magnification, consider the AOG. The Gun Ready mod is a worthwhile addition, decreasing the time it takes to aim down the weapons sights.

R-97



Description	Rapid fire SMG.
Magazine Capacity	40
Unlocks at	Level 41
Cost	100
Strengths	Blistering rate of fire; high-capacity magazine
Weaknesses	Poor accuracy; rough recoil

FIELD NOTES

Returning from *Titanfall*, the R-97 has developed a passionate following due to its high rate of fire—the highest of any weapon in the game. The weapon's blistering cyclic rate makes it an extremely formidable weapon in close-quarters encounters, easily mowing down Pilots and minions alike. However, go easy on the trigger. The high rate of fire results in extreme recoil, making it difficult to keep the weapon on target. Compensate for muzzle climb by firing in short bursts, particularly when engaging targets beyond fifteen to twenty meters.

The R-97 is most effective against Pilots at close range. Look to engage enemy Pilots in buildings, alleys, and other cramped environments where you can take advantage of the weapon's strengths. Likewise, avoid open areas where this SMG is easily outclassed by most of the other primary weapons.

This weapon is an absolute minion killer, perfect for wiping out squads of grunts and Spectres during Bounty Hunt matches. Look for newly arrived Drop Pods, and then rush in for the kill. At close range the R-97 is an effective hip fire weapon, allowing you to spray targets with decent accuracy. But at ranges beyond ten meters, always aim down the weapon's sights. While ammo conservation shouldn't be much of a concern with this weapon, you can always drop enemies faster with headshots.

Equip the Holosight as soon as it's available, as it offers faster target acquisition than the standard iron sights. The Gunrunner mod is ideal for the R-97, allowing you to spray targets with auto-fire while sprinting. Add the Speedloader mod to reduce the time it takes to load a fresh magazine.

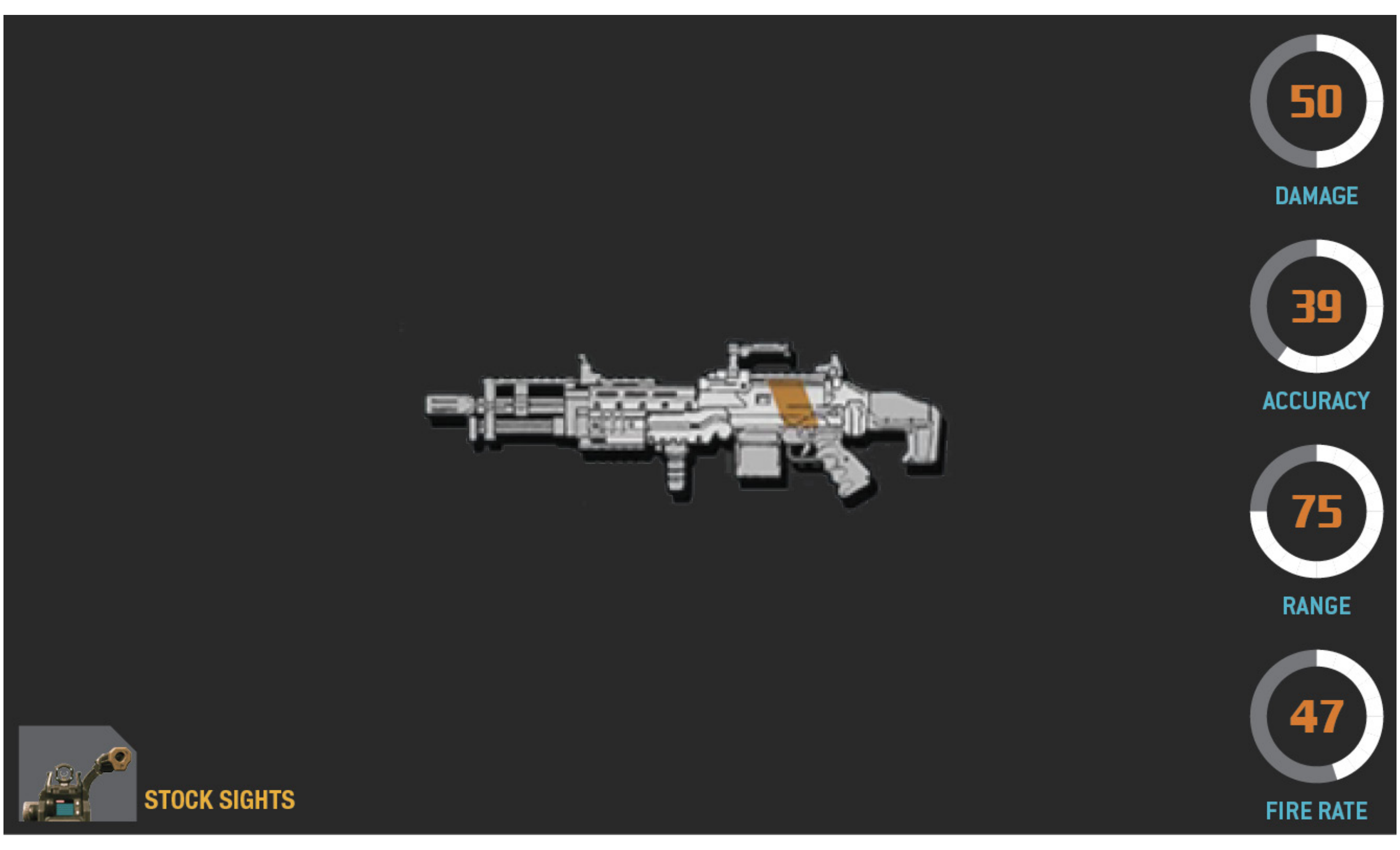
TITANFALL 2

Primary Weapons

Light Machine Guns

When it comes to laying down a high volume of fire, few weapons are as effective as the light machine guns. Thanks to their large magazine capacities and high rates of fire, these hulking weapons can fire long bursts of automatic fire, sending your opponents diving for cover.

SPITFIRE



Description	Steady fire rate, with a punch.
Magazine Capacity	80
Unlocks at	Level 1
Cost	100
Strengths	High-capacity magazine; solid damage output
Weaknesses	Heavy recoil; slow reload

FIELD NOTES

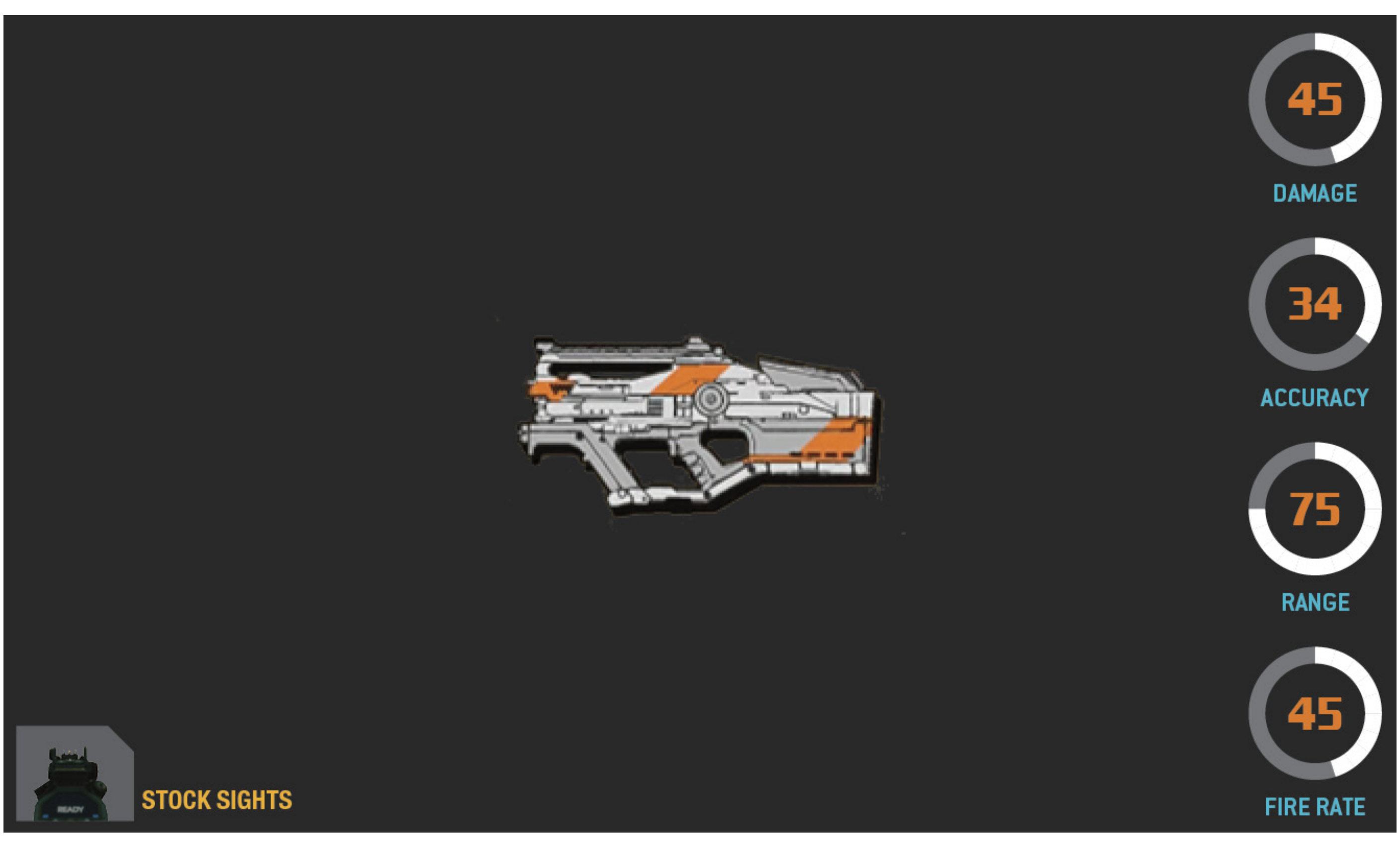
A favorite from *Titanfall*, the Spitfire has the largest magazine capacity of all the primary weapons. Sporting an 80-round magazine, the Spitfire can drop numerous Pilots and minions before a reload is necessary. But when you do reload, find a safe, secluded spot. Reloads can take a while.

The Spitfire is best deployed at close range, particularly when engaging fast-moving Pilots. The weapon's heavy recoil makes it tough to stay on target during prolonged automatic bursts. Compensate for recoil by firing in shorter bursts, allowing the weapon to settle before firing follow-up shots. During extreme close encounters, don't bother aiming. Just fire from the hip until the threat is neutralized.

During Bounty Hunt battles, the Spitfire shines as an anti-minion weapon. Due to its rapid fire and large magazine capacity, it's a great weapon for taking on large groups of grunts, Spectres, and Stalkers. Take to a rooftop, window, or other elevated position and fire into groups of minions. Just be mindful of enemy Pilots lurking about. The Spitfire is likely to draw attention.

The Extra Ammo mod makes the Spitfire even more effective, increasing the magazine capacity. The Speedloader mod is also helpful, reducing the Spitfire's long reload time. While magnification isn't very helpful for this weapon, the HCOG Ranger offers a wide sight picture. But if you're hunting minions, consider using the Threat Scope, using the AR overlay to identify grunts and Spectres through the dust kicked up by incoming Drop Pods.

L-STAR



Description	Rapid fire energy LMG.
Magazine Capacity	35
Unlocks at	Level 2
Cost	100
Strengths	Brutal kills; infinite ammo
Weaknesses	Tendency to overheat; muzzle flash obstructs view

FIELD NOTES

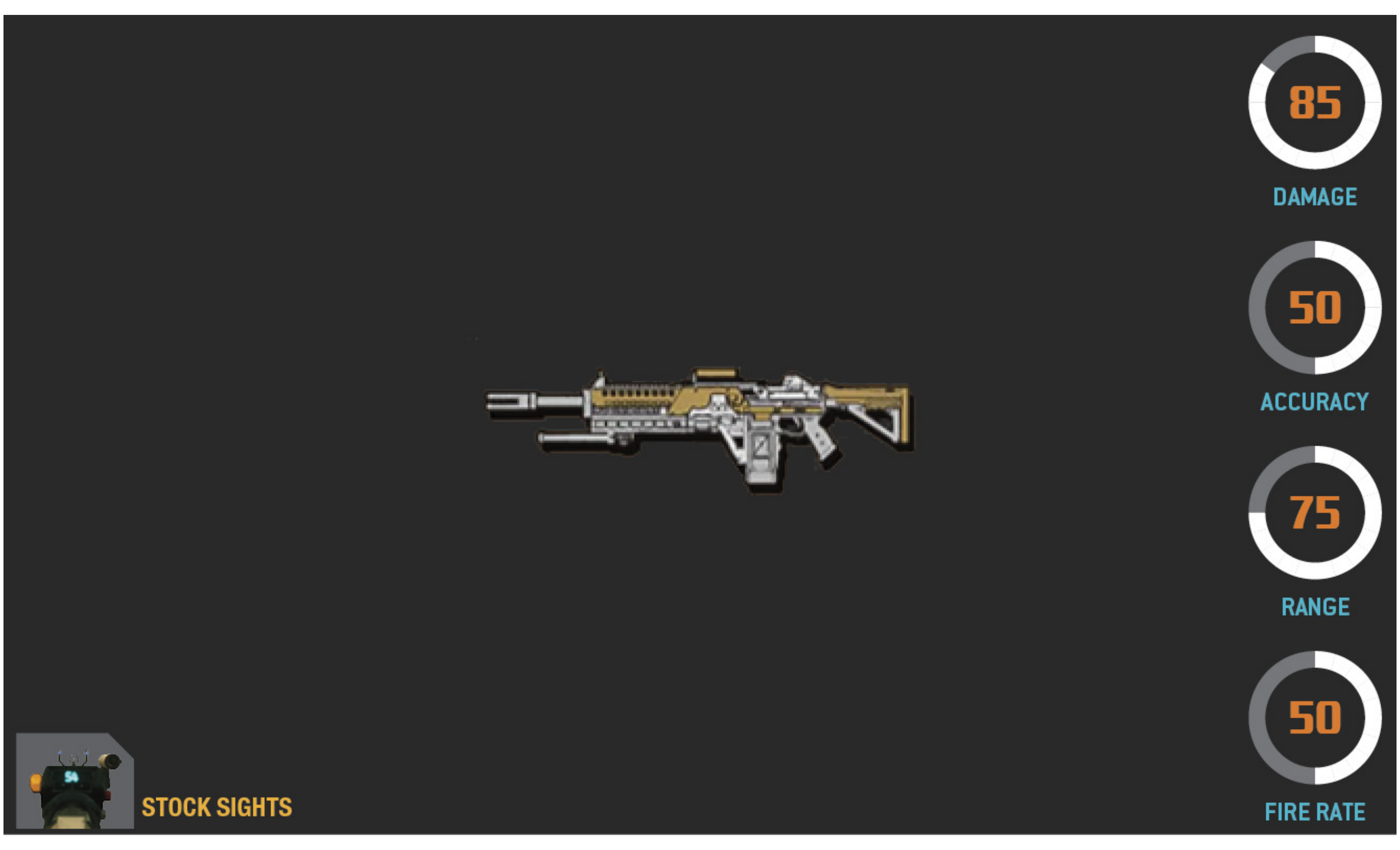
The L-Star is one of the most unique primary weapons available. Unlike traditional firearms, it's an energy-based weapon powered by an integrated energy source. This means it doesn't have to be reloaded. However, the weapon has a tendency to overheat during prolonged bursts of automatic fire. When an L-Star overheats, it's rendered inoperable while it cools down. So fire in short bursts to prevent overheating.

Although classified as a light machine gun, the L-Star performs more like a slow-firing submachine gun, particularly when confronting Pilots. Therefore, the weapon is best deployed at close to intermediate range. At close range, simply fire from the hip. The weapon exhibits light recoil, making it easy to track fast-moving targets. If you land enough shots with the L-Star, your target will explode, leaving behind a red mist.

If you can prevent overheating, the L-Star is a formidable weapon against grunts, Spectres, and Stalkers. It only takes a few hits to eliminate grunts and Spectres. When engaging Stalkers, shoot off their legs then target their red "backpack" to trigger an explosion.

While the L-Star doesn't need to be reloaded, equipping the Speedloader mod reduces the time it takes for the weapon to recover from overheating. If overheating persists, use the Quick Swap mod to decrease the time it takes to draw a pistol, giving you the chance to finish a fight. The weapon's blinding, red muzzle flash can obscure vision when you're peering through optics. But the HCOG Ranger offers the best field of view, if you prefer upgrading from the weapon's stock sights.

X-55 DEVOTION



Description	Ramps up fire rate over time.
Magazine Capacity	55
Unlocks at	Level 24
Cost	100
Strengths	Excellent damage output; eventual high rate of fire
Weaknesses	Initial slow rate of fire; heavy recoil

FIELD NOTES

On the surface, the X-55 Devotion looks just like the Spitfire. But in operation, the two weapons are quite different. Unlike the Spitfire, the Devotion has a slow initial rate of fire that increases over time. Hold down the trigger, while battling the recoil, as the weapon's cyclic rate increases. After firing twelve to fifteen rounds, the fire rate stabilizes.

The Devotion's slow initial rate of fire makes it a tricky weapon to use when confronting enemy Pilots. Fight your instincts to burst fire this weapon, as it bucks wildly from recoil. Instead, simply hold down the trigger and attempt to track your target's movements. This is by no means a precision weapon, so don't expect clean kills. But if you put enough shots down range, you're bound to hit something.

Taking on minions is easier than engaging Pilots. Try to locate clusters of grunts, Spectres, and Stalkers and open fire from intermediate range. Instead of releasing the trigger after downing each target, simply adjust your aim while the weapon continues to fire, allowing the Devotion to maintain its optimal cyclic rate.

This weapon chews through ammo at a rapid pace, a problem exacerbated by its relatively limited magazine capacity. Equip the Extra Ammo and Speedloader mods to make reloads less frequent and faster. Since the weapon is best deployed at intermediate ranges, it benefits from a magnified optic, like the AOG.

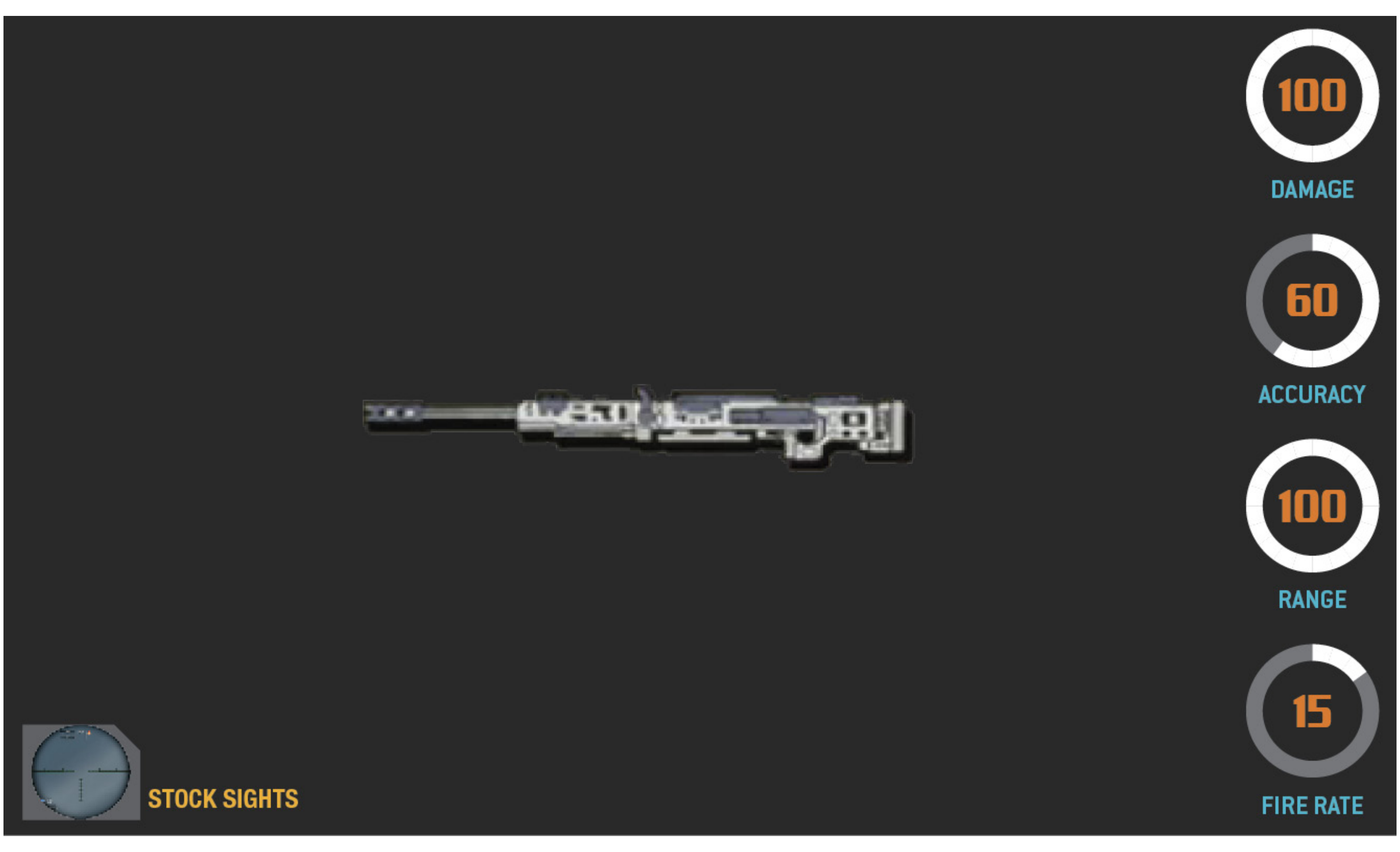
TITANFALL 2

Primary Weapons

Sniper Rifles

If you prefer engaging enemies at extreme distances, the sniper rifles are the choice for you. These are the most powerful and accurate weapons available, but they also require the most skill and patience to master, given their slow rate of fire and lengthy reload times.

KRABER-AP SNIPER RIFLE



Description	Scoped heavy rifle.
Magazine Capacity	4
Unlocks at	Level 1
Cost	100
Strengths	Exceptional damage output; precision high-powered optic
Weaknesses	Slow rate of fire; low magazine capacity

FIELD NOTES

A legacy weapon from *Titanfall*, the Kraber has the highest damage output of any primary weapon capable of scoring one shot-kills—no headshot necessary. That being said, this is a high-skill weapon requiring plenty of practice. There is no reticle on the HUD, so you must use the weapon's default magnified optic to aim. Of course, it's possible to score no-scope kills, but this isn't recommended.

Sniping enemy Pilots with the Kraber is extremely difficult—unless they're standing still. But in the hands of a patient sharpshooter, the Kraber can become the opposing team's worst nightmare. Distance is your friend when you are sniping. Get to an elevated perch, away from danger, so you can pick off enemy Pilots without the risk of dying. Keep in mind that you have to lead your shot due to the weapon's low bullet velocity. If enemy Pilots are sniping or holding a static position, this is the weapon with which to take them out.

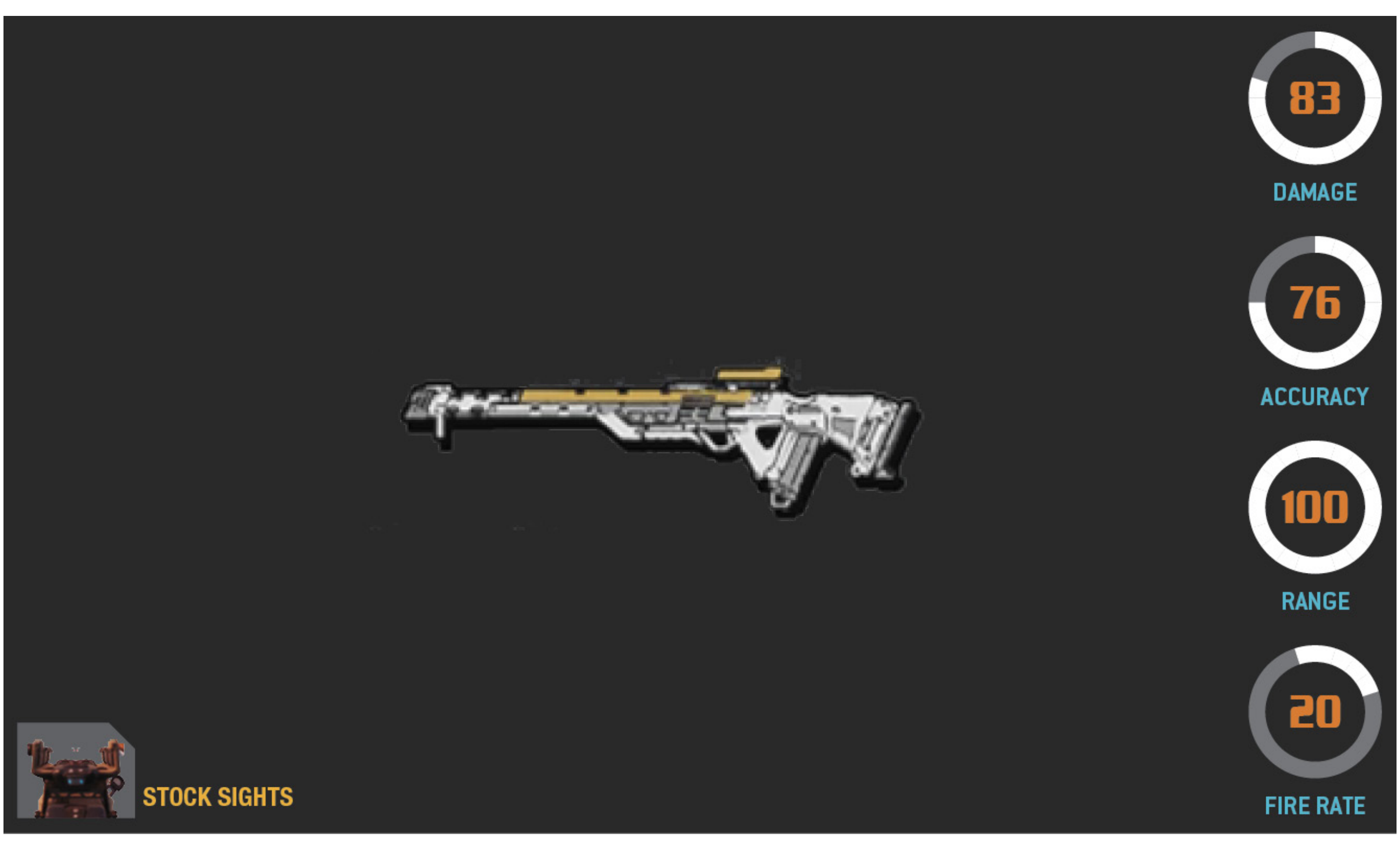
The Kraber's 4-round magazine and slow rate of fire makes it poorly suited for taking out minions. You're better off tossing grenades or switching to a pistol. The RE-45 Auto Pistol is a good backup option when carrying the Kraber, giving you some much-needed rapid firepower for close-range encounters.

The powerful magnified scope attached to the Kraber makes it difficult to track targets at close and intermediate ranges. Therefore, equip the Variable Zoom optic as soon as it's available. This allows you to switch between two magnification settings. Or choose the Threat Scope if you prefer no magnification. The Extra Ammo mod increases the weapon's magazine capacity, and the Ricochet mod allows the weapon's hard hitting rounds to bounce off surfaces, potentially claiming more victims.

KRABER ORIGINS

The Kraber Sniper Rifle was named after *Titanfall's* audio director, Eric Kraber.

D-2 DOUBLE TAKE



Description	Twin-fire sniper rifle.
Magazine Capacity	12
Unlocks at	Level 16
Cost	100
Strengths	Impressive damage; quick target acquisition
Weaknesses	Limited accuracy; slow rate of fire

FIELD NOTES

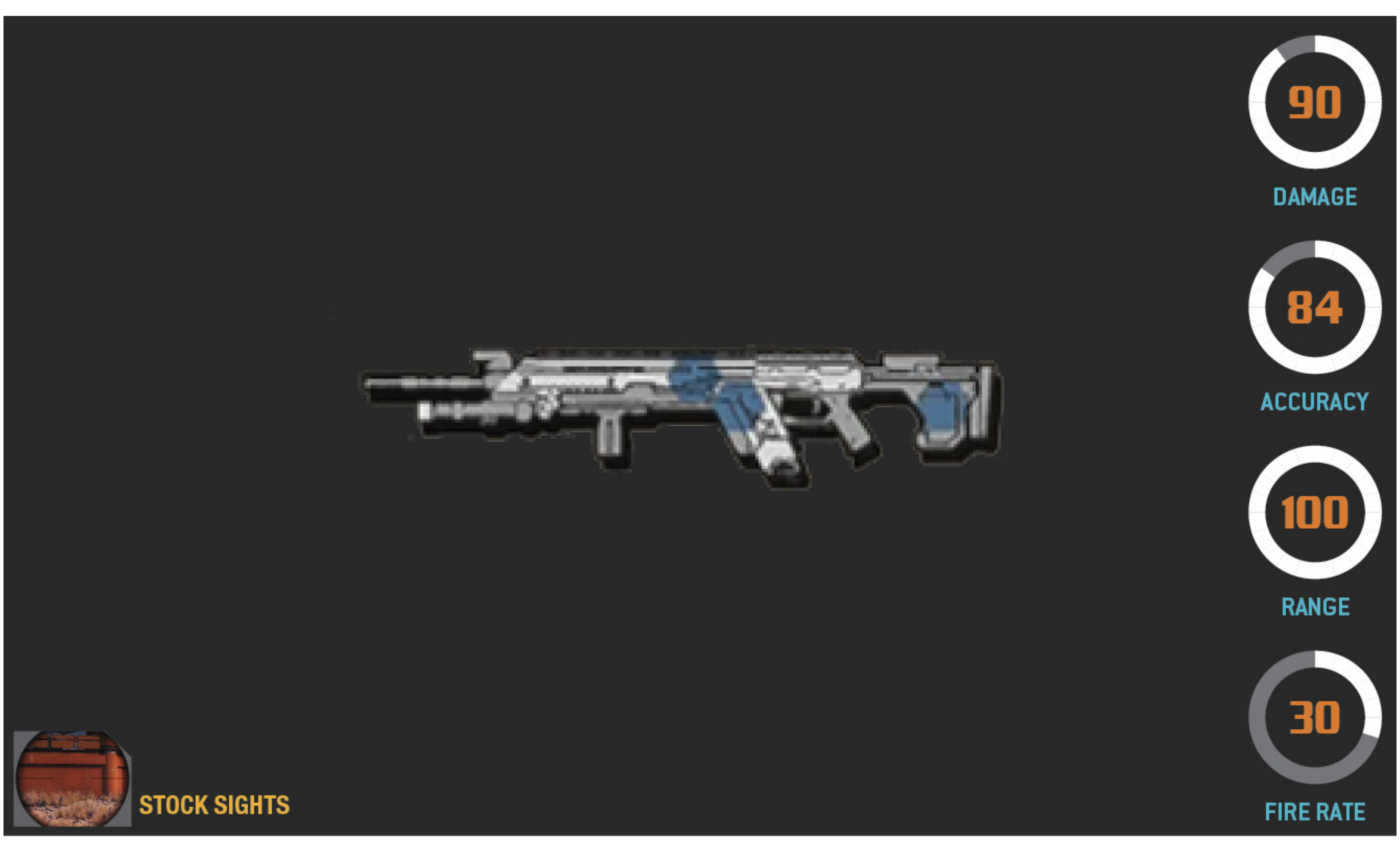
The Double Take is a semi-auto double-barrel sniper rifle that fires two rounds simultaneously with each pull of the trigger. When aiming through the weapon's default sight, line up your target with the two red chevron icons. These represent the points of impact by the two bullets. This unique sight allows for quick and accurate target acquisition when engaging targets at close and intermediate ranges.

While it takes some practice, the Double Take is a formidable option for taking down enemy Pilots. When hitting with both barrels, the weapon performs like a long-range shotgun, killing with one trigger pull. But both rounds need to hit the Pilot to ensure lethality. If you miss or hit with only one round, an enemy Pilot has the chance to retaliate.

Not only is the Double Take effective against minions, it's downright fun. Take to a rooftop or upper floor window and fire down on groups of grunts, Spectres, and Stalkers. While single torso shots are enough to eliminate grunts, you'll need to score headshots to eliminate Spectres and Stalkers with one shot.

Given the Double Take's limited magazine capacity, consider equipping the Extra Ammo and Speedloader mods. The Ricochet mod is fun, allowing each pair of shots to bounce off surfaces, damaging and potentially killing other enemies. The weapon's default sight is more than sufficient for engaging threats at close to intermediate ranges. But if you want to line up shots at long range, equip the Variable Zoom optic.

LONGBOW-DMR



Description	Semi-auto sniper
Magazine Capacity	6
Unlocks at	Level 38
Cost	100
Strengths	High damage output; precision targeting
Weaknesses	Limited magazine capacity; slow rate of fire

FIELD NOTES

The Longbow is another weapon from *Titanfall* that benefits from a high velocity round, ideal for cross-map sniping. Unlike the Kraber, the Longbow's smaller bullet travels much faster. Therefore, you don't have to lead your target as much, making it easier to snipe moving targets. Still, this is not a run-and-gun weapon. Find a safe perch to snipe from before engaging targets.

While it's easier to hit Pilots with the Longbow, it's easier if they're standing still. When engaging stationary Pilots, take the time to line up a lethal headshot. But when confronting moving Pilots, aim for center mass to increase the chances of scoring a hit. You'll need to land at least two shots to a Pilot's torso to take them down.

Like the Kraber, engaging minions with the Longbow isn't the most efficient option. The weapon's low magazine count requires frequent reloads, putting you at risk of taking incoming fire. Instead, switch to a pistol or toss grenades to deal with minions. The RE-45 Auto Pistol is a good backup when carrying the Longbow.

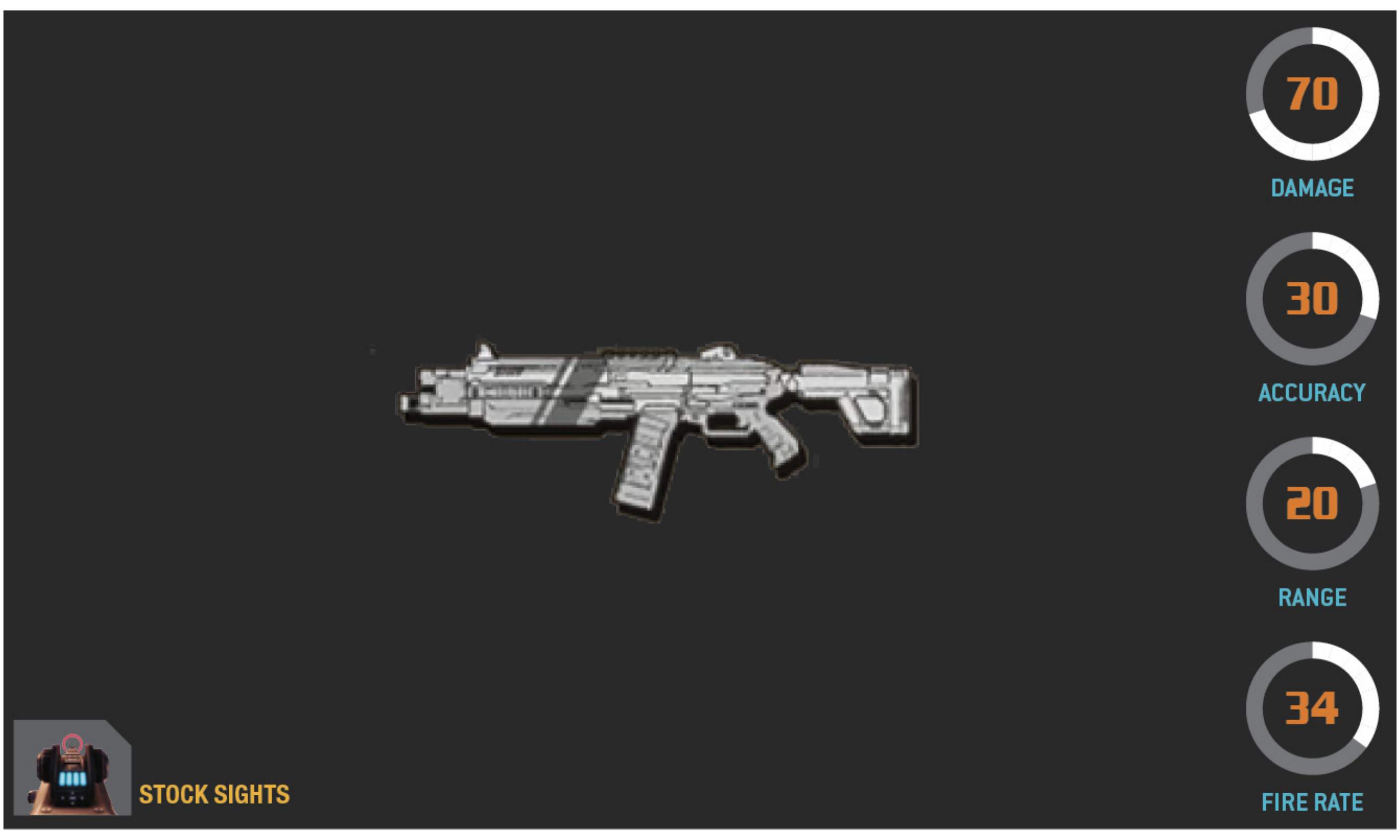
The Longbow comes equipped with a magnified optic suitable for intermediate and long-range engagements. The Variable Zoom optic provides two magnification options for greater versatility. Or if you prefer no magnification at all, go with the Threat Scope. Opt for the Extra Ammo mod to increase the Longbow's magazine capacity. Quick Swap is another worthwhile mod, allowing you to quickly draw a pistol when confronting threats at close range.

TITANFALL 2

Shotguns

Nobody misses with a shotgun. Although these weapons lack the accuracy and finesse of the other weapons, their brutal power is a worthwhile trade-off. At close range, these weapons are unmatched, capable of killing with one shot.

EVA-8 AUTO



Description	Fully automatic shotgun
Magazine Capacity	6
Unlocks at	Level 1
Cost	100
Strengths	High damage output; impressive rate of fire
Weaknesses	Poor performance at range; limited magazine capacity

FIELD NOTES

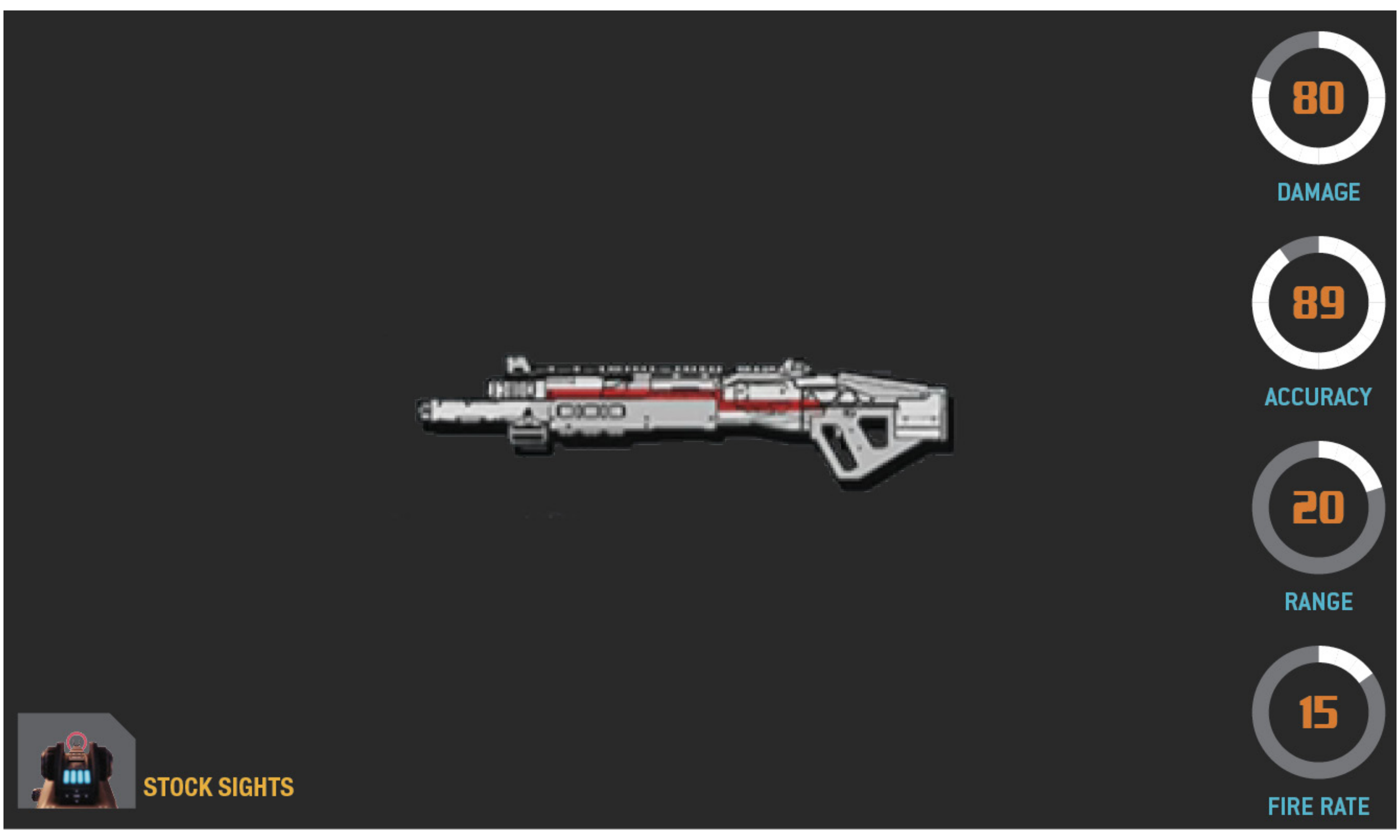
The EVA-8 is absolutely deadly at close range, cutting down Pilots and most minions with a single blast. Stay inside buildings and other confined spaces while trying to draw enemies into close-range duels. This makes the weapon an ideal choice when defending in Amped Hardpoint and Capture the Flag matches.

When engaged by enemy Pilots at medium or long range, don't bother trying to fight back. Instead, retreat and look for a way to take the fight to close range. Shoot at minions, or even shoot randomly with your pistol, to give away your position on the minimap and bait them in. As your pursuer comes into view, take them down with a single shot.

This weapon makes quick work of minions. However, be careful not to waste your entire magazine in case there are nearby enemy Pilots. Consider carrying a pistol with better long-range performance as a backup.

The EVA-8's limited magazine capacity is its main drawback. So equip the Extra Ammo and Speedloader mods to help mitigate the ammo situation. While the weapon is perfectly adequate when you're firing from the hip, if you want an optic, consider adding the Holosight for a clear, wide-sight picture.

MASTIFF



Description	Auto-loading shotgun with wide spread.
Magazine Capacity	4
Unlocks at	Level 19
Cost	100
Strengths	Impressive damage; predictable horizontal spread
Weaknesses	Painfully slow reload; low magazine capacity

FIELD NOTES

While the EVA-8 fires a circular spread, the Mastiff's choke gives it a more horizontal spread, making it easier to determine the point of impact. Use the weapon's horizontal reticle on the HUD to line up your shots. At close range, it's possible to hit multiple targets with one blast. The shotgun is fitted with an integral tube magazine that must be loaded one shell at a time. So find a safe spot to reload, or switch to a pistol to fend off threats.

Despite its more predictable spread, the Mastiff is still a close-range weapon. As usual, avoid engaging Pilots in wide open spaces. Instead, try to force encounters in buildings and other confined spaces where the Mastiff gives you an advantage. The weapon's horizontal spread is beneficial when engaging enemy Pilots as they make evasive lateral movements. But if you don't score the kill, either escape or switch weapons. Don't try to reload this weapon in a firefight.

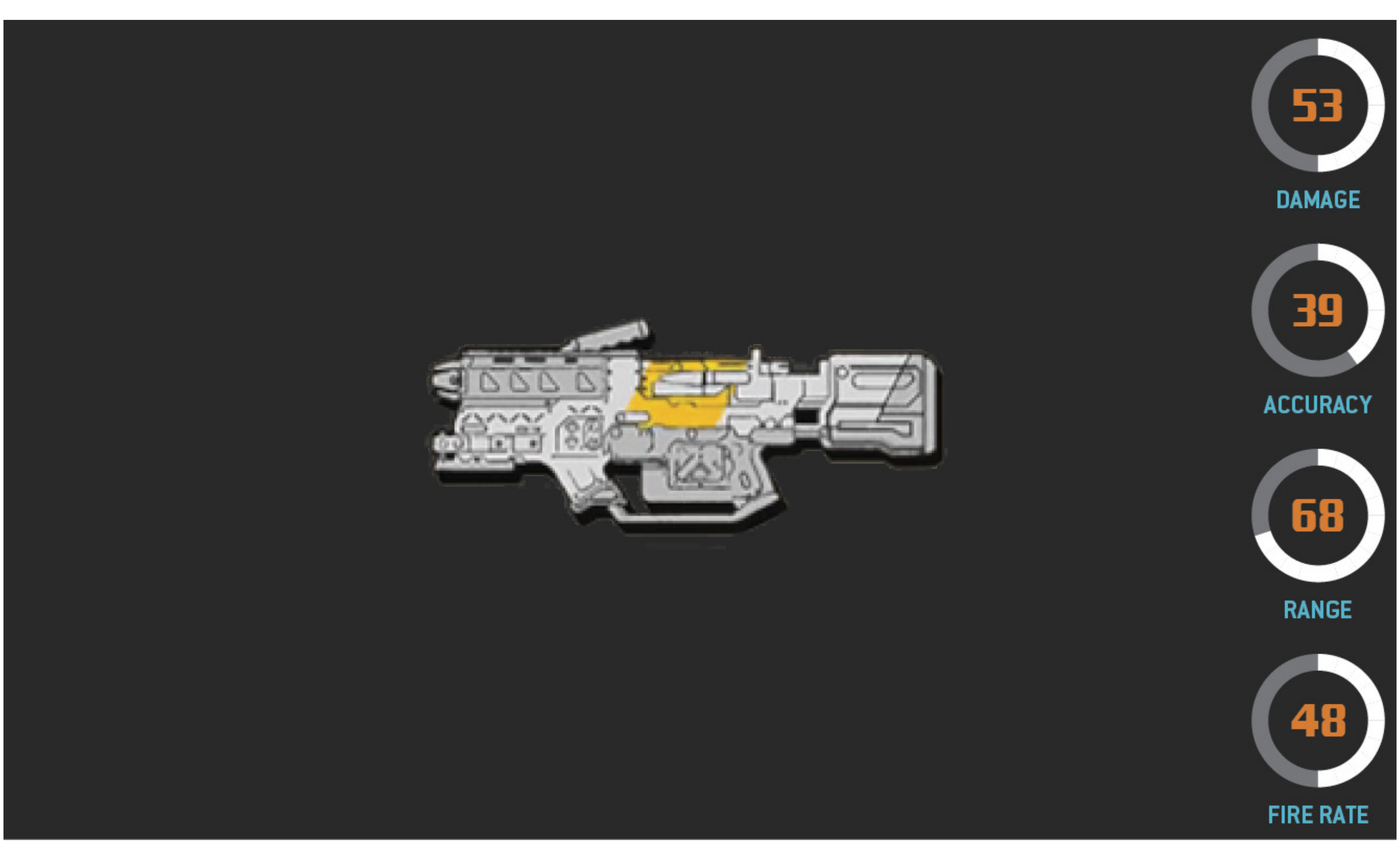
While the Mastiff is more than capable of taking out minions, its low magazine capacity and slow reload time make it more of a liability than an asset. Therefore, consider using other weapons when going after large deployments of grunts, Spectres, and Stalkers.

The Extra Ammo and Speedloader mods are essential when operating the Mastiff. While these mods don't completely eliminate the weapon's biggest drawbacks, it makes them more tolerable. Like the EVA-8, the Mastiff is extremely effective when fired from the hip, using the reticle on the HUD to aim. But if you prefer to aim down sights, choose the Holosight for fast and accurate target acquisition.

TITANFALL 2

The launchers in this category are designed for inflicting maximum explosive damage, effective against both infantry and Titans. But these highly specialized weapons leave Pilots somewhat vulnerable. So when carrying a launcher, consider selecting a pistol as your secondary weapon.

SIDEWINDER SMR



Description	Rapidly fires micro-missiles.
Magazine Capacity	20
Unlocks at	Level 1
Cost	100
Strengths	High magazine capacity; decent rate of fire
Weaknesses	Low damage output; mediocre accuracy

FIELD NOTES

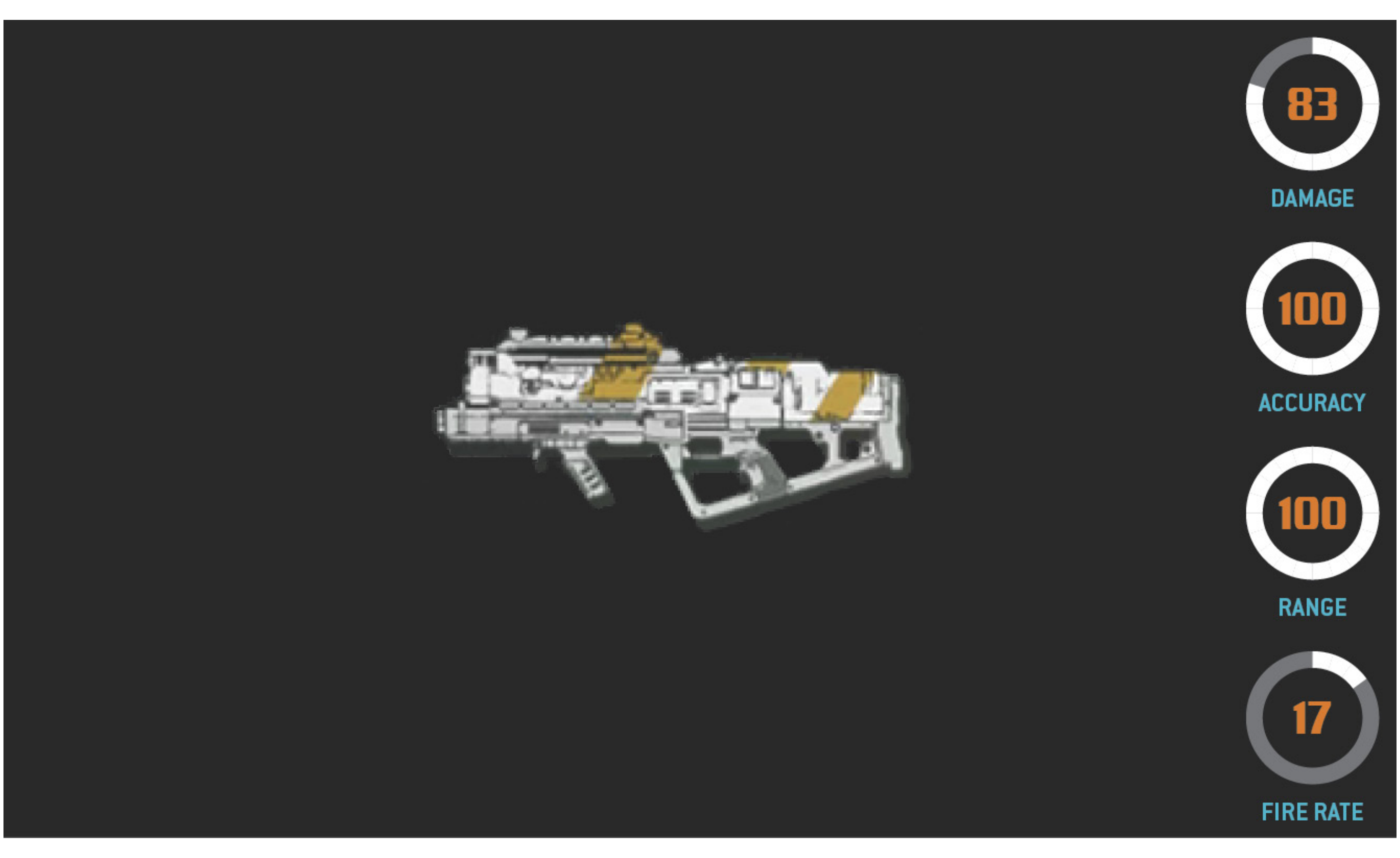
Formerly an anti-Titan weapon in *Titanfall*, the Sidewinder has returned as a primary weapon. The weapon is essentially a fully-automatic missile launcher. But the missiles are unguided and have a tendency to stray from the point of aim. This makes the Sidewinder unpredictable when you're engaging targets beyond intermediate ranges.

At close range, the Sidewinder can perform admirably against enemy Pilots. The weapon's high rate of fire and the splash damage caused by impacting missiles makes it tough for enemy Pilots to escape or retaliate. Still, this is not the ideal weapon for Pilot hunting. Swap to a pistol when encountering enemy Pilots.

As when engaging Pilots, the Sidewinder can be effective against grunts, Spectres, Stalkers, and even Reapers. For best results, toss a Gravity Star Grenade at a group of minions, drawing them all to one spot. Then unleash a salvo from the Sidewinder to rapidly take them out. This is more effective than targeting minions individually.

While the Sidewinder already has a decent magazine capacity, it never hurts to have more ammo. So consider choosing the Extra Ammo mod. Since you'll likely have to swap frequently between the Sidewinder and a secondary weapon, the Quick Swap mod also makes perfect sense.

EPG-1



Description	Single fire, direct energy-propelled launcher.
Magazine Capacity	5
Unlocks at	Level 5
Cost	100
Strengths	Impressive damage output; unparalleled range and accuracy
Weaknesses	Low rate of fire; slow projectile speed

FIELD NOTES

The EPG-1 is one of the most powerful (and fun) primary weapons available. It fires a blue ball of energy that continues moving across the battlefield in a perfectly straight line. Upon making contact with any object, the ball explodes, dealing damage over a wide blast radius. Direct hits instantly kill Pilots and minions.

In a pinch, the EPG-1 can prove effective against enemy Pilots, particularly at close range. Just make sure you fire from a safe enough distance to avoid the weapon's blast radius. But the projectile's slow velocity makes it difficult to hit fast-moving Pilots at intermediate ranges and beyond. The weapon is far more effective against slow-moving Titans, particularly if they're already damaged.

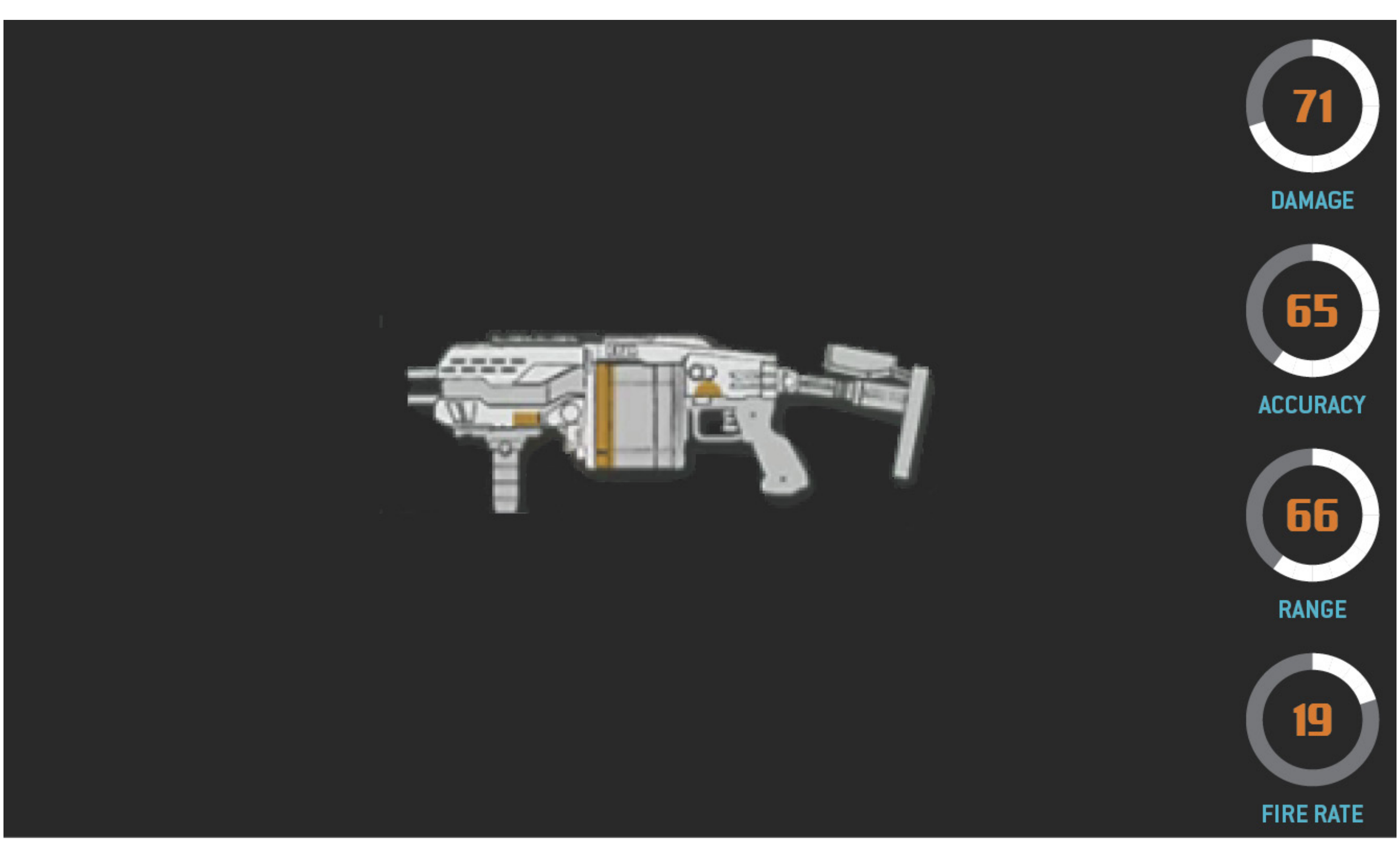
Despite its low magazine capacity, the EPG-1 is extremely effective when you're engaging grunts, Spectres, and Stalkers. Fire at the feet of minions and watch as the weapon's generous blast radius annihilates the targets. If possible, fire from an elevated position to make the most of the weapon's splash damage. However, when taking on Reapers, try to score direct hits to inflict optimal damage.

The weapon's biggest shortcoming is its 5-round magazine capacity. Increase the magazine size with the Extra Ammo mod. Since reloads are frequent, opt for the Speedloader mod to decrease reload times.

CAMPAIGN LAUNCHERS

A few EPG-1 launchers are hidden throughout the single-player campaign, giving Jack Cooper a welcome boost in firepower. You only get five shots with each launcher, so make them count.

R-6P SOFTBALL



Description	Adhesive grenade launcher.
Magazine Capacity	6
Unlocks at	Level 6
Cost	100
Strengths	Good damage output; decent accuracy
Weaknesses	Extremely low rate of fire; slow reload

FIELD NOTES

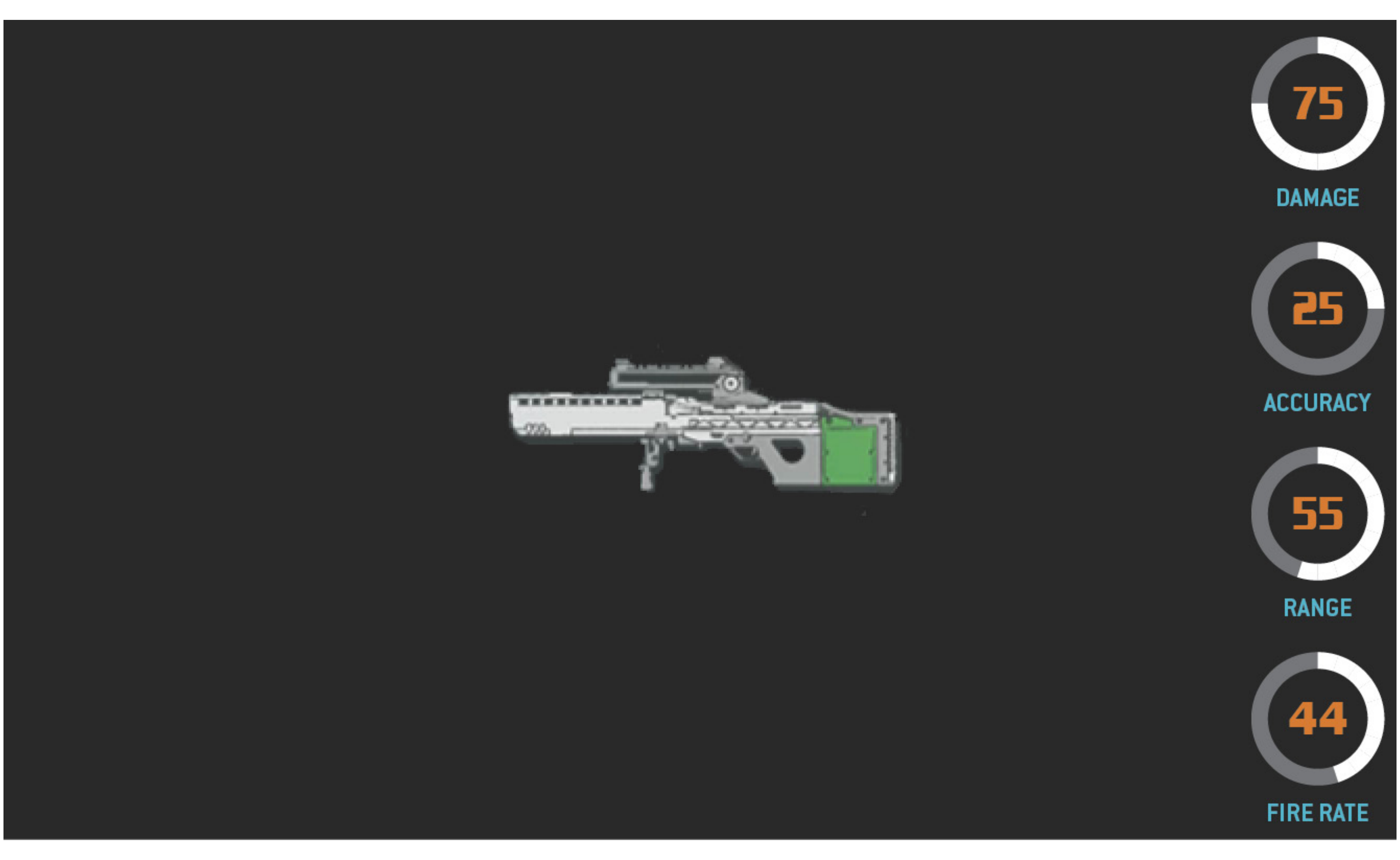
The Softball functions much like the MGL Grenade Launcher anti-Titan weapon. But instead of firing magnetic grenades, it fires explosive munitions that adhere to objects before detonating. Performing like a standard grenade launcher, the weapon lobs rounds in an arc-like trajectory. Aim the weapon to preview the projectile's flight path, visible as a holographic line. Raise the weapon's barrel as necessary when engaging distant targets.

Due to the weapon's limited magazine capacity, slow rate of fire, and arduous reload process, this is not an ideal option for taking out Pilots. However, with practice, you can lob shots into the path of moving Pilots. For example, if you spot an enemy Pilot running along a wall, fire these adhesive rounds along the wall to disrupt the Pilot's movements.

While attacking grunts with the Softball is effective, it's a bit of an overkill. However, it is ideal for eliminating harder-to-kill units like Spectres and Stalkers. Simply score a direct hit on these units to guarantee a kill. The splash damage may also injure nearby enemies. Although not as effective as an anti-Titan weapon, the Softball is also capable of dealing significant damage to Reapers and Titans.

When the Softball's rotary drum magazine is depleted, it must be reloaded one grenade at a time. You're extremely vulnerable during this lengthy reload process, so find a safe location. The Extra Ammo and Speedloader mods help mitigate this problem, but you'll still need a few seconds to reload before returning to action.

EM-4 COLD WAR



Description	Four-round burst grenadier weapon.
Magazine Capacity	12
Unlocks at	Level 45
Cost	100
Strengths	Excellent damage output; impressive rate of fire
Weaknesses	Lengthy charge before firing; poor accuracy

FIELD NOTES

Of the grenadier weapons, the Cold War is the most versatile, performing more like an assault rifle than a launcher. After you pull the trigger, there's a short delay while the weapon charges, before unleashing a devastating four-round burst. The blue energy projectiles travel at an impressive velocity and explode upon contact with an object. The blast radius of each shot is much less than the EPG-1, but the four rounds tend to overlap, spreading damage over a wide area.

While the Cold War can be effective against enemy Pilots, the weapon's charging delay is a serious liability. In the time it takes you the charge the weapon, an enemy Pilot can take you down with a faster firing weapon. Therefore, the Cold War is best used against enemy Pilots who haven't yet detected you. Consider carrying a pistol as a backup for those inevitable close encounters.

Like the EPG-1, the Cold War is an absolute joy when engaging grunts, Spectres, and Stalkers. The weapon's burst fire and damage output make it easy to take down entire squads within a matter of seconds. Find an elevated position and fire down on minions to take advantage of the blast radius created by each impacting shot. When taking on Reapers, score direct hits, ensuring all four rounds make contact to inflict maximum damage.

The 20-round magazine may seem sufficient, but when you consider the burst fire rate, you only get five shots with the Cold War before a reload is necessary. This makes the Extra Ammo and Speedloader the go-to mods for this weapon. If you're afraid of getting jumped by Pilots, consider choosing the Quick Swap mod to decrease the time it takes to switch to a pistol.

TITANFALL 2

Secondary Weapons

Overview

Unlike the previous installment, in *Titanfall 2* you have a tough choice when selecting a secondary weapon. Do you want a pistol to serve as a backup to your primary weapon? Or do you want the opportunity to dish out serious damage to enemy Titans through the selection of an anti-Titan weapon? Take into account the game mode and the versatility of your primary weapon before making a choice.

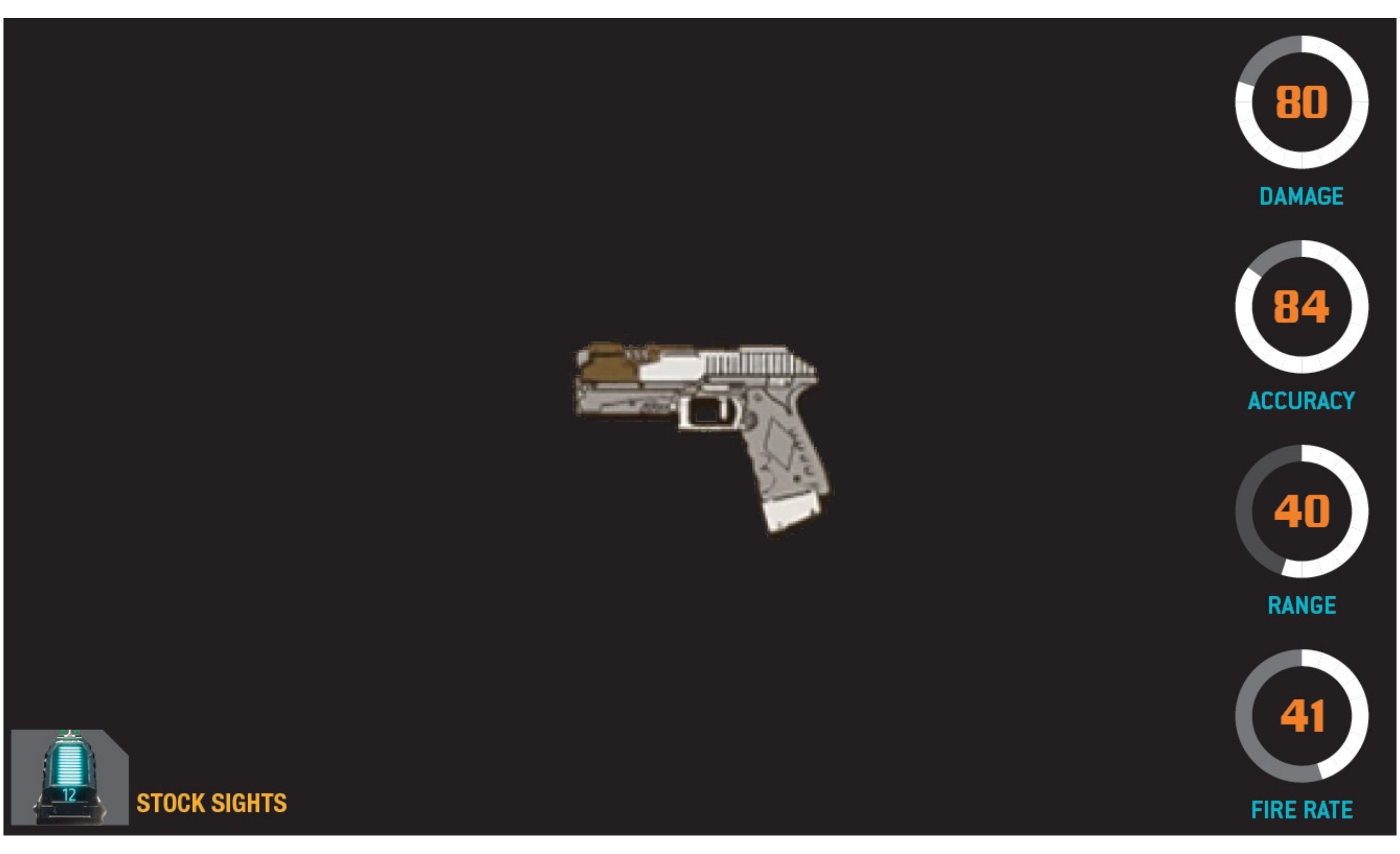
TITANFALL 2

Secondary Weapons

Pistols

If you're carrying a slow-firing sniper rifle or grenadier weapon, equipping a pistol is highly recommended. A pistol gives you more versatility when engaging enemy Pilots and minions. Stow your primary weapon and keep your pistol equipped when moving around the map, using it to take down enemies you encounter along the way. Like the primary weapons, each pistol has two mod slots. But there are no optic attachments.

HAMMOND P2016



Description	Precision semi-auto pistol.
Magazine Capacity	12
Unlocks at	Level 1
Cost	50
Strengths	Surprising damage output; excellent accuracy
Weaknesses	Mediocre magazine capacity; drop-off damage at range

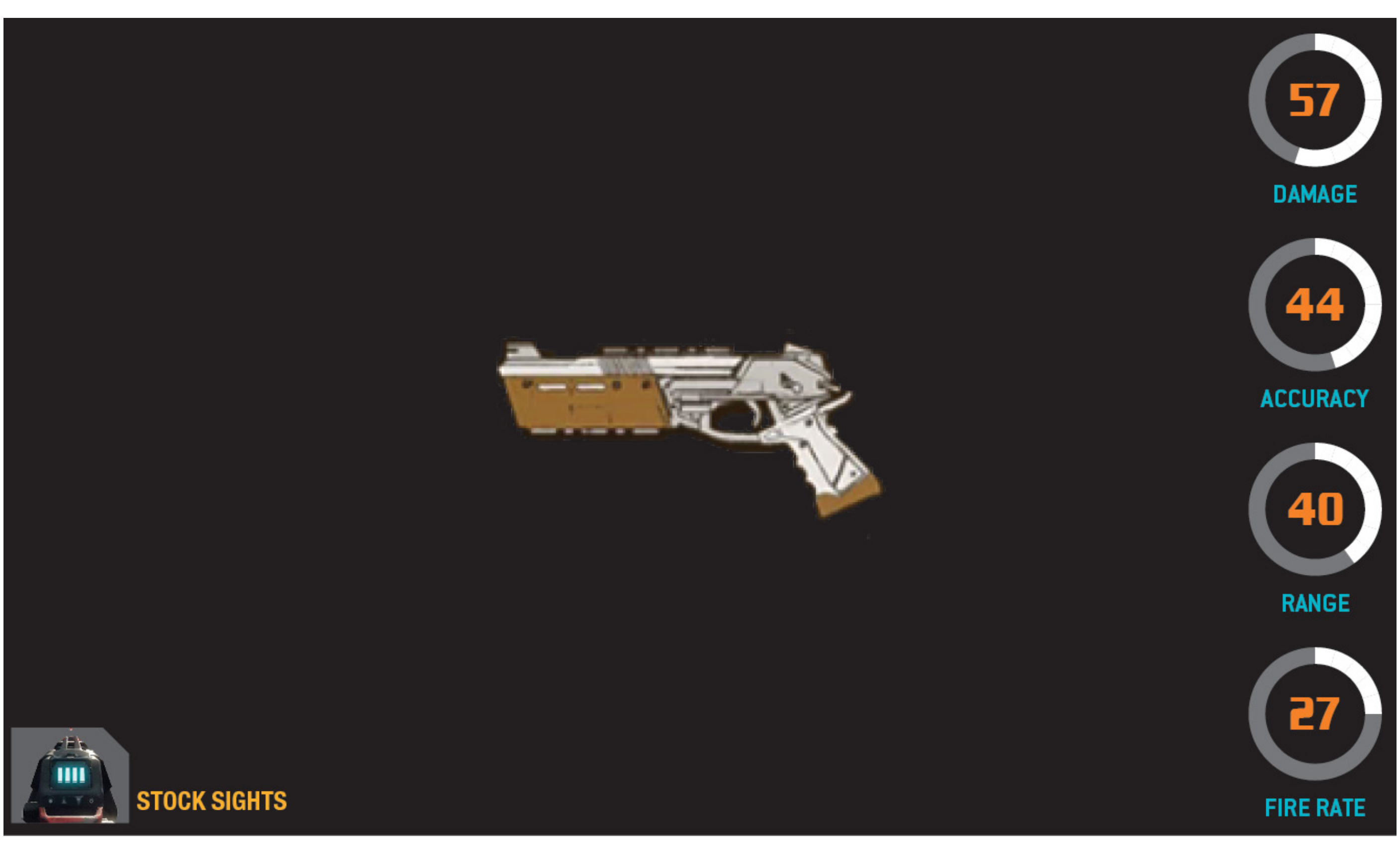
FIELD NOTES

The Hammond P2011 is by far the most versatile pistol out of the bunch. This is a standard semi-automatic pistol with solid accuracy and surprising damage potential. Consider equipping the Hammond when carrying a shotgun. The pistol's accuracy and performance at range is far better than the EVA-8 Auto or Mastiff.

At close range, the Hammond performs well when fired from the hip. Spam the trigger to fire off round after round into Pilots and minions. But for better accuracy, take aim, using the weapon's iron sights to score precision headshots. The Hammond can kill grunts with a single headshot, but you'll need at least two headshots shot to drop enemy Pilots, Spectres, and Stalkers.

If you don't want to give away your position on the minimap, opt for the Suppressor mod. This essentially silences the weapon, allowing you to stealthily roam the map. Round out the pistol with the Extra Ammo or Speedloader mods. Quick Swap is another decent option, especially if you're constantly switching between your primary and secondary.

SA-3 MOZAMBIQUE



Description	Controlled spread triple-barrel shotgun pistol.
Magazine Capacity	4
Unlocks at	Level 10
Cost	50
Strengths	Decent damage output; great close-quarters performance
Weaknesses	Low magazine capacity; slow rate of fire

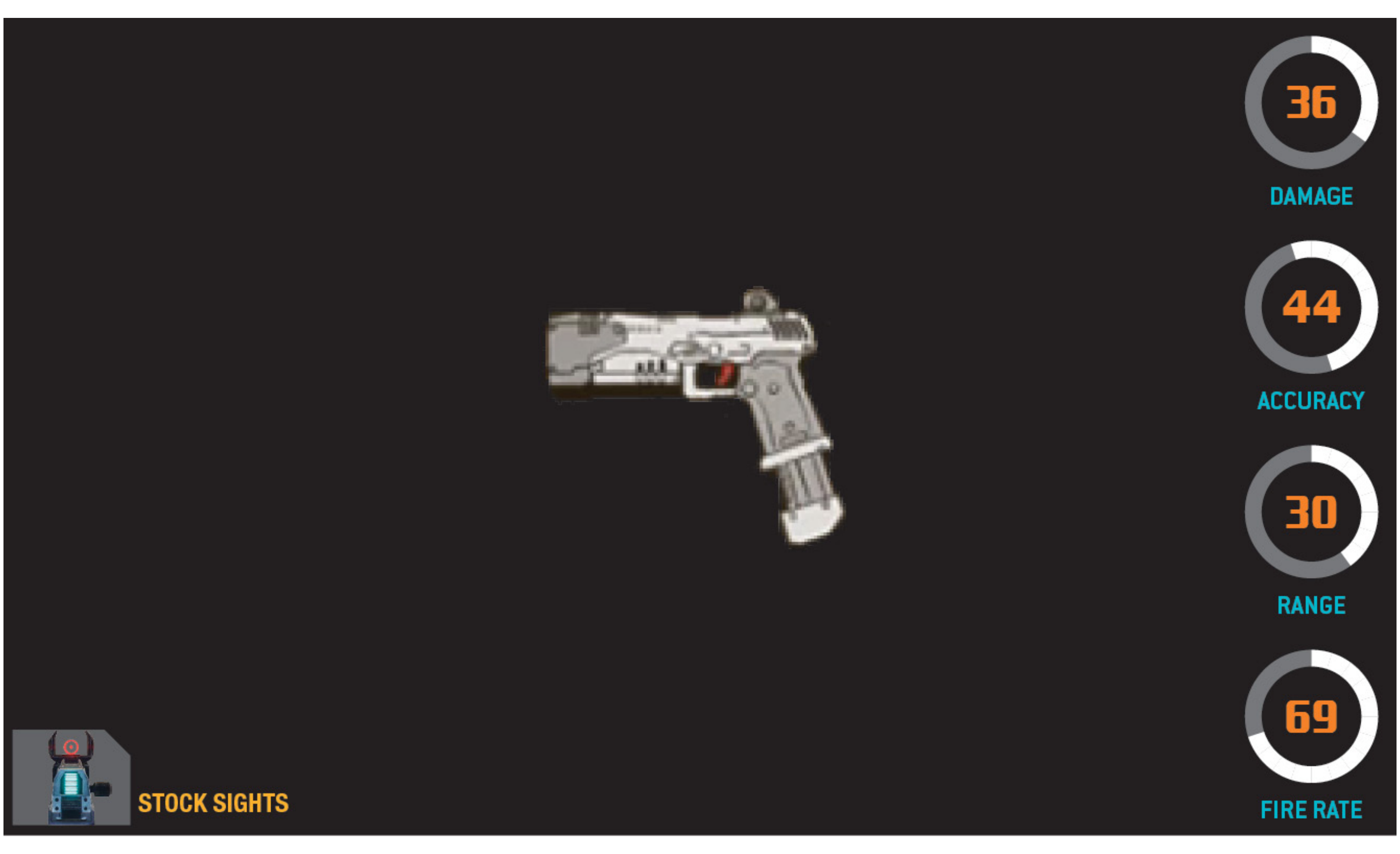
FIELD NOTES

The Mozambique is essentially a pocket-sized shotgun, capable of one-shot kills at close range. But like any shotgun, the weapon is far less effective at ranges exceeding ten meters. As a result, the Mozambique is best deployed when you're moving through interiors and other confined spaces.

The weapon's impressive damage output makes it a formidable option for taking out unsuspecting enemy Pilots. But the Mozambique is far less impressive during toe-to-toe Pilot duels, due to its slow rate of fire and limited ammo capacity. With only four shots per magazine, the weapon is also poorly suited for taking on large groups of minions. During such situations, this is a true backup weapons. Only draw it when your primary weapon is out of ammo.

Given the Mozambique's limited magazine capacity, it's strongly advised to equip the Extra Ammo mod. The stock weapon exhibits a surprisingly fast reload time, so the Speedloader mod isn't essential. Instead, consider choosing the Quick Swap mod to facilitate quicker weapon transitions.

RE-45 AUTO



Description	.45 caliber full-auto pistol.
Magazine Capacity	20
Unlocks at	Level 1
Cost	50
Strengths	High rate of fire; decent magazine capacity
Weaknesses	Weak damage output;limited accuracy at range

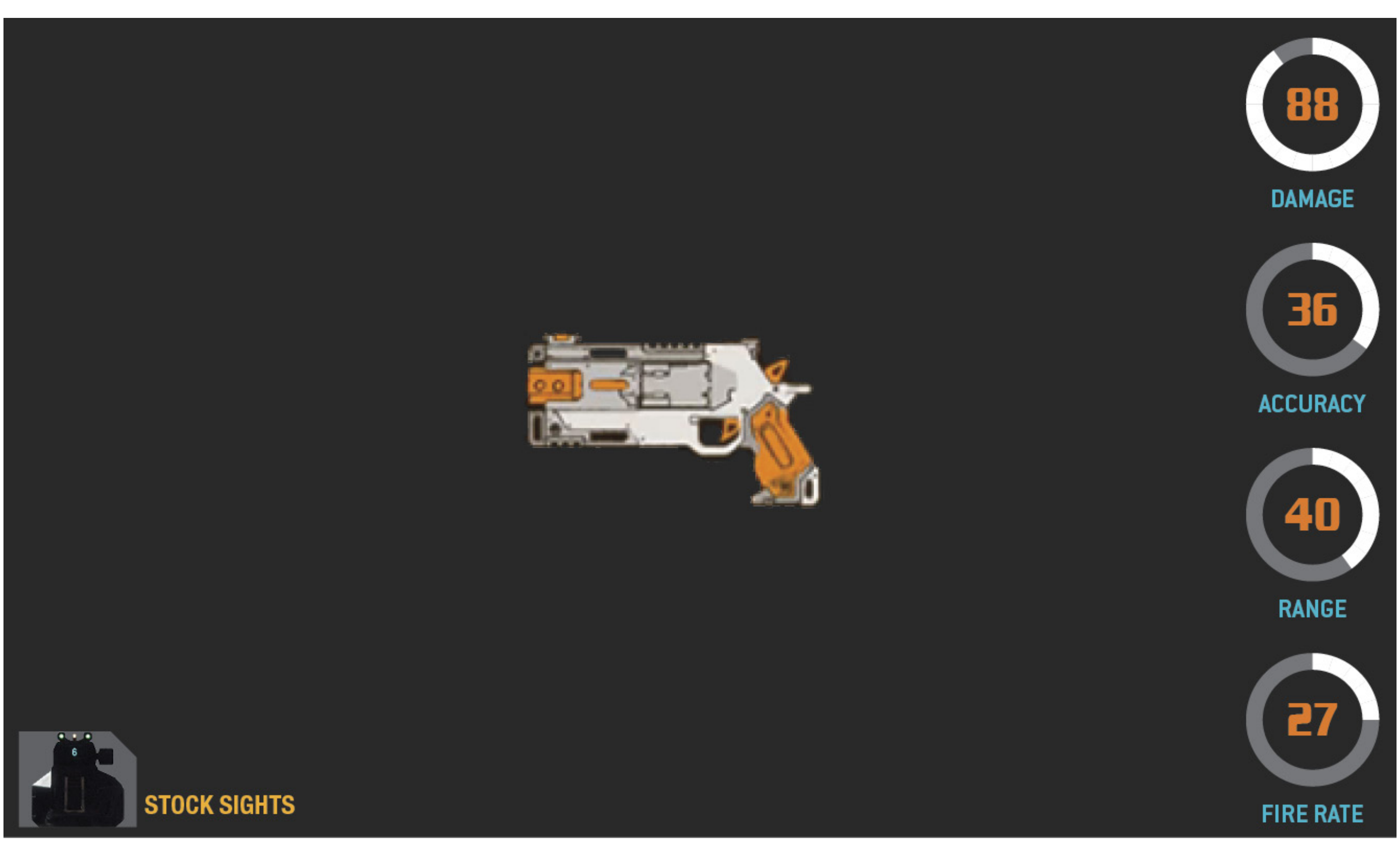
FIELD NOTES

A favorite from *Titanfall*, the RE-45 Auto Pistol is best utilized purely as a backup when your primary weapon is out of ammo. Switching to your sidearm is always faster than reloading your primary. Due to its high rate of fire, it's easy to drop nearby threats with a quick burst, particularly if they're already injured or damaged. The weapon serves as a good complement to slow-firing, low-magazine-capacity weapons, like the Kraber-AP Sniper Rifle.

Don't try to hunt Pilots with this weapon unless you have the jump on your prey. While the RE-45 boasts a high rate of fire, it trails far behind in all other categories, putting you at a serious disadvantage while engaging enemy Pilots. That being said, the RE-45 is more than capable of finishing off an injured Pilot at close range. In this sense, the RE-45 is great for ending fights. Just don't start one with it. At close range the RE-45 can tear through grunts at a rapid pace. However, exercise caution when engaging Spectres and Stalkers. They take a considerable amount of damage before dropping, exposing you to potentially deadly return fire.

Attaching the Suppressor mod to this weapon makes it a formidable silent killer, keeping you off the minimap when firing. This makes it easier to get the jump on enemy Pilots, particularly those firing sniper rifles and anti-Titan weapons from fixed positions. Add the Extra Ammo mod to increase the weapon's already adequate magazine capacity.

B3 WINGMAN



Description	High-powered revolver.
Magazine Capacity	6
Unlocks at	Level 32
Cost	50
Strengths	Excellent damage output; Decent accuracy when aimed
Weaknesses	Slow rate of fire; Low magazine capacity

FIELD NOTES

Also returning from *Titanfall*, the Wingman is six-shot revolver, sacrificing accuracy and rate of fire for damage. The pistol's major drawback is its small magazine and slower rate of fire. Consider equipping this sidearm when carrying a short-range primary weapon, like an SMG or shotgun. You'll appreciate the range and accuracy of the Wingman even more.

The Wingman only requires two shots to the body or one to head to kill an enemy Pilot. If you can become accurate with this weapon, it is a beastly sidearm. When fighting minions, keep your distance and pick off the minions at a longer range, scoring headshots. Grunts can be killed with a single shot, but you'll need to put several rounds into Spectres and Stalkers.

Obviously, the Wingman benefits greatly from the Extra Ammo mod, increasing the weapon's magazine capacity. Since the Wingman should only be deployed as a backup, choose the Quick Swap mod to decrease the time it takes to switch weapons. If you become proficient with the Wingman, attach the Suppressor mod and use it to silently assassinate enemy Pilots.

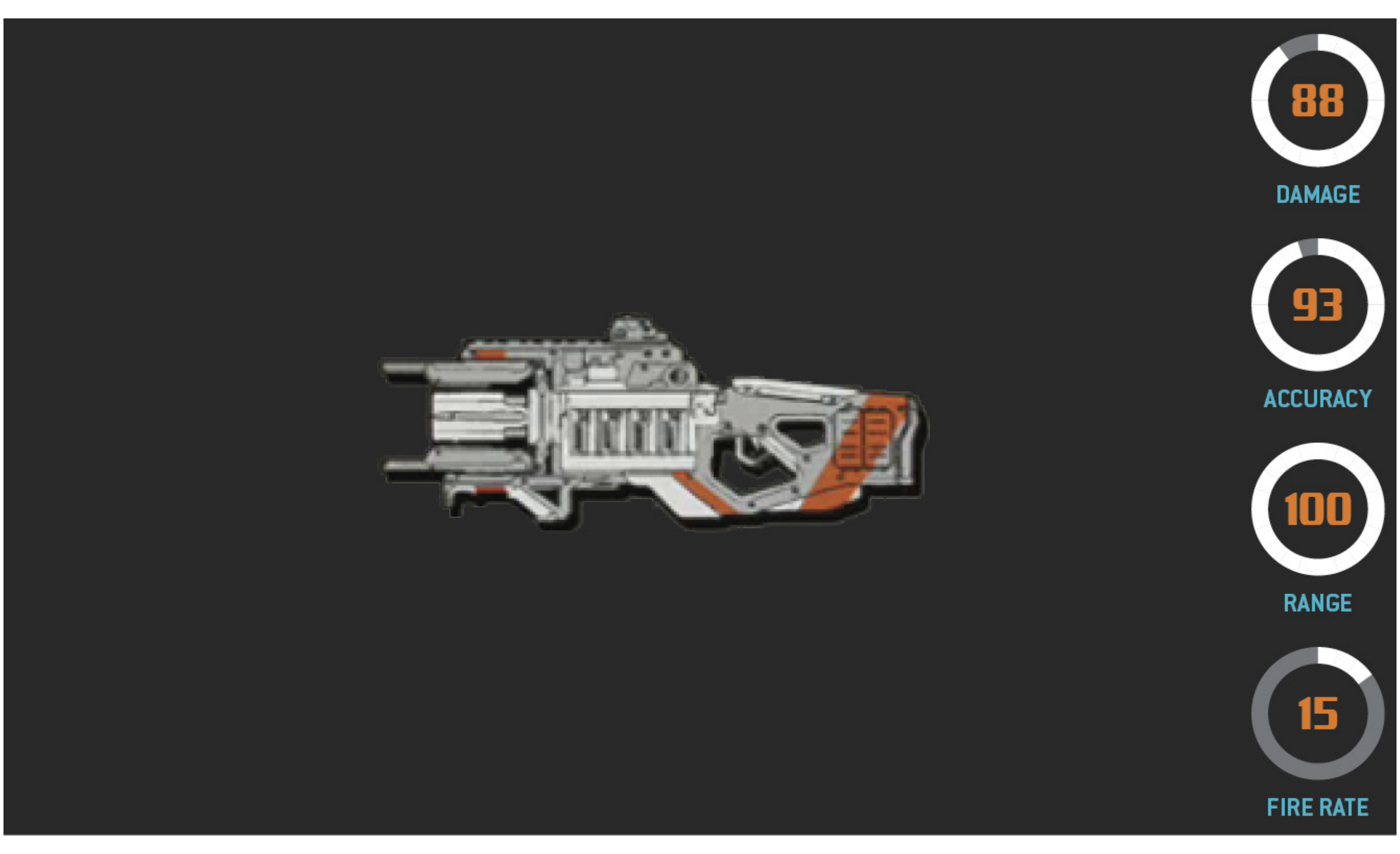
TITANFALL 2

Secondary Weapons

Anti-Titan Weapons

There's no threat too dangerous for Pilots to handle, including enemy Titans. The anti-Titan weapons have the ability to cripple and even destroy damaged Titans. With the exception of the Archer, these weapons can also be deployed against enemy Pilots and minions as well, giving Pilots more offensive capability. Each of these weapons can be customized with up to two mods, but there are no optic attachments available.

CHARGE RIFLE



Description	Charged precision beam anti-Titan sniper.
Magazine Capacity	6
Unlocks at	Level 1
Cost	50
Strengths	Great damage output; accurate at any range
Weaknesses	Lengthy charge time; beam exposes shooter's location

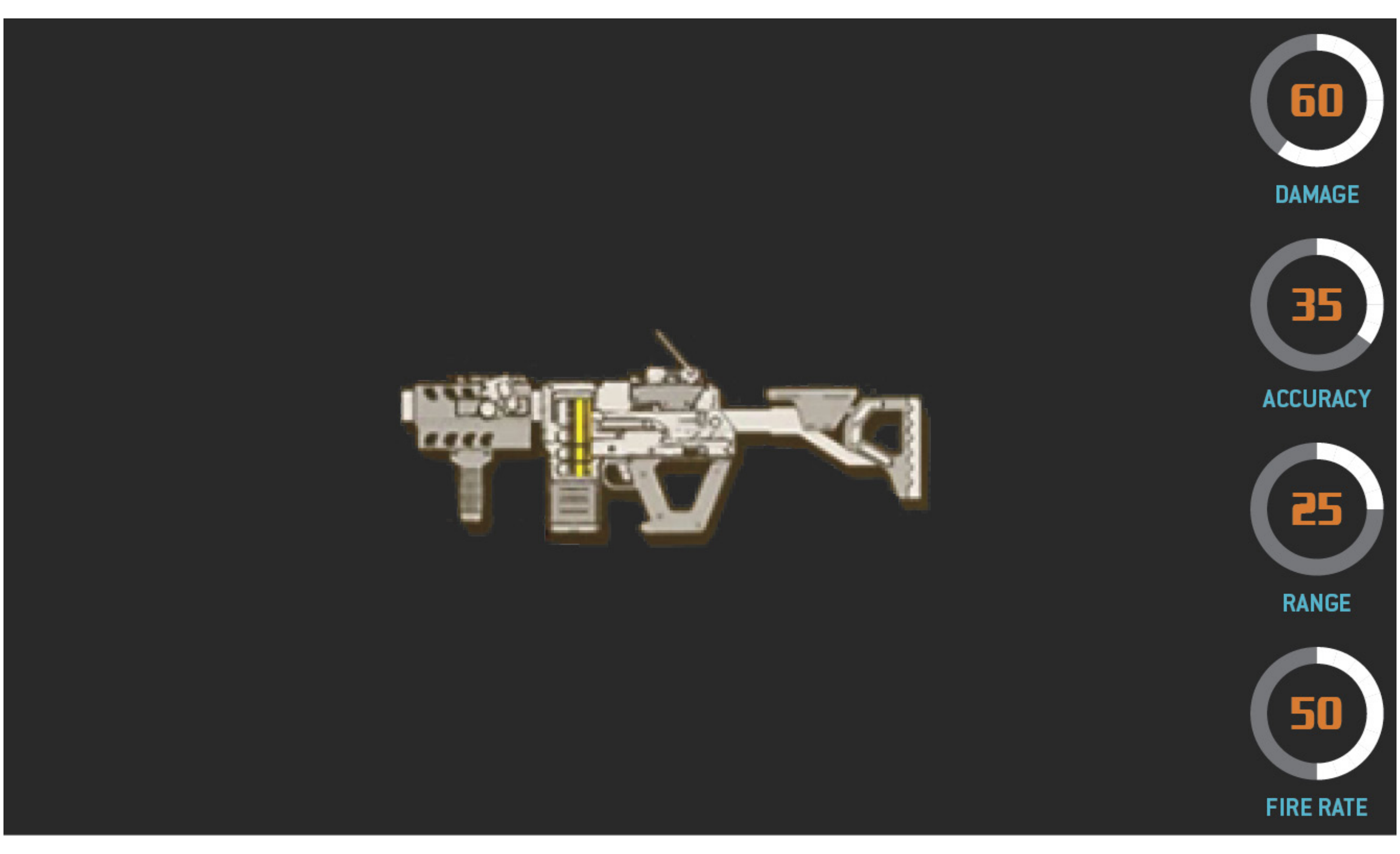
FIELD NOTES

Returning from *Titanfall*, the Charge Rifle remains one of the best anti-Titan weapons available, thanks to its strong damage output and precision. Use the Charge Rifle to score critical hits, targeting the red vulnerable spots on a Titan's hull.

The weapon takes a while to charge a shot, leaving the shooter vulnerable to attack. After you hold down the trigger for a few seconds, the weapon automatically discharges, firing a powerful energy beam. The beam's high visibility makes it easy for opponents to locate the shooter. So after firing a few shots, be ready to move out. While it's possible to instantly kill enemy Pilots and minions with the Charge Rifle, the weapon's long charge time makes such shots difficult. Switch to your primary weapon when confronting these threats.

As soon as the Charge Hack mod is available, equip it to eliminate the weapon's lengthy charging time. Now when you shoot the weapon, it fires immediately. However, each shot causes less damage. Still, it's a worthwhile trade-off, particularly if you score critical hits. The Quick Swap mod is a good secondary option.

MGL GRENADE LAUNCHER



Description	Magnetic grenade launcher.
Magazine Capacity	6
Unlocks at	Level 1
Cost	50
Strengths	Easy to target metallic enemies; impressive rate of fire
Weaknesses	Relatively weak damage output; Limited ammo capacity/lengthy reload

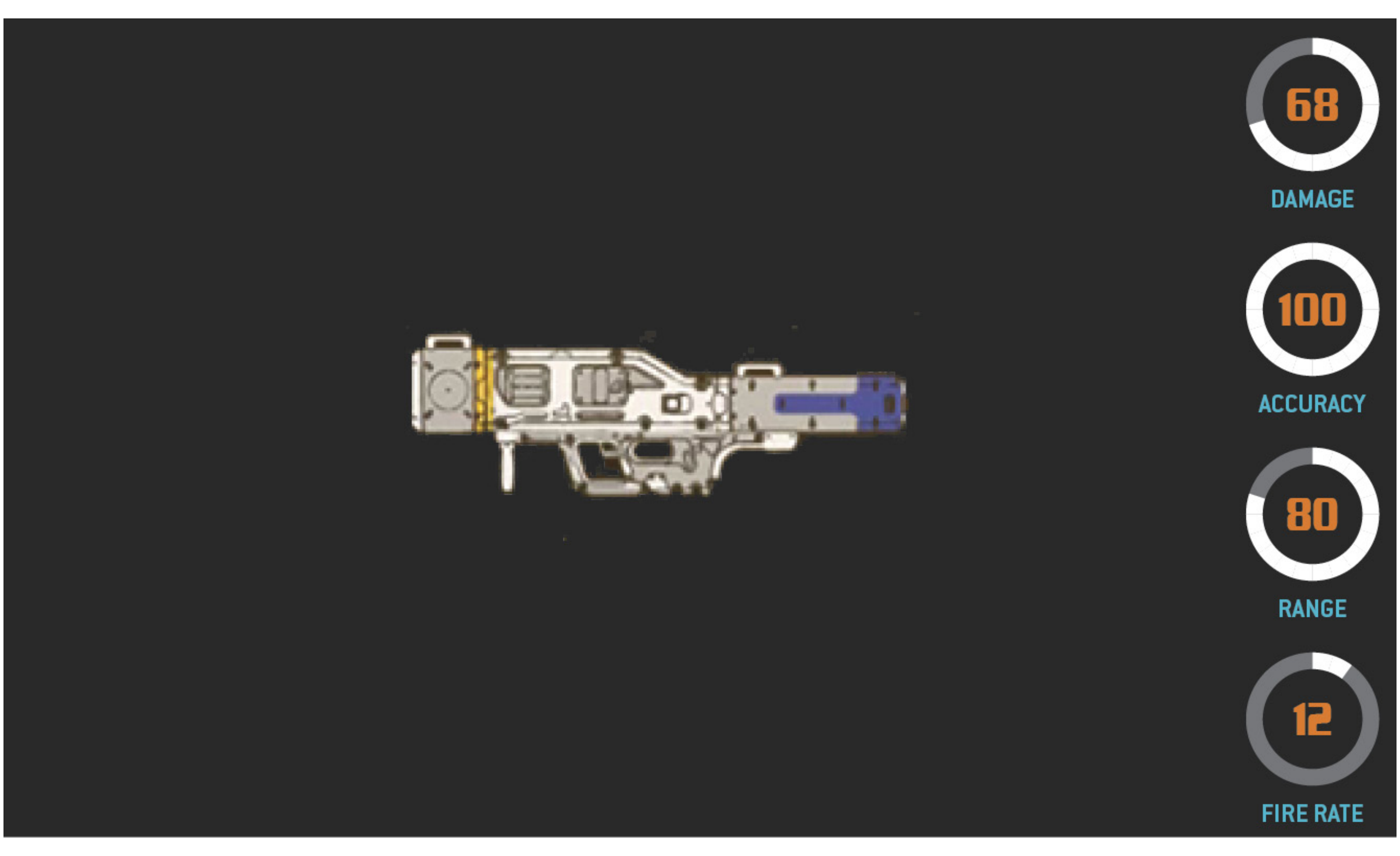
FIELD NOTES

The MGL Mag Launcher, another favorite from *Titanfall*, fires magnetic grenades capable of sticking to Titans, Spectres, Stalkers, and Reapers. This makes it one of the more versatile anti-Titan weapons. Simply lob grenades toward one of these metallic foes and let the grenades do the rest. The weapon fires two grenades with each pull of the trigger. The ease of deployment allows you to accurately engage targets while on the move. Try riding atop a friendly Titan while lobbing grenades. This is a good way to cover a friendly Titan's flanks.

The weapon is belt-fed from a box magazine capable of holding six rounds. Once the magazine has been depleted, it must be reloaded with a new magazine. This takes a few seconds. Since the weapon only holds six rounds and fires two rounds per trigger pull, you only get three shots before this weapon must be reloaded. The weapon also has a relatively short range. Take this into account when engaging enemy Titans. Utilize movement and cover while firing. Then seek cover before attempting to reload.

The Extra Ammo mod is a no brainer for the Mag Launcher, increasing the weapon's magazine capacity. Since the Mag Launcher is primarily used at close-to-intermediate range, consider selecting the Quick Swap mod to facilitate faster weapon transitions.

LG-97 THUNDERBOLT



Description	Fires a powerful ball of electricity.
Magazine Capacity	1
Unlocks at	Level 21
Cost	50
Strengths	Electrical damage to mechanical enemies; Great range and accuracy
Weaknesses	Slow rate of fire/projectile speed; lengthy reload

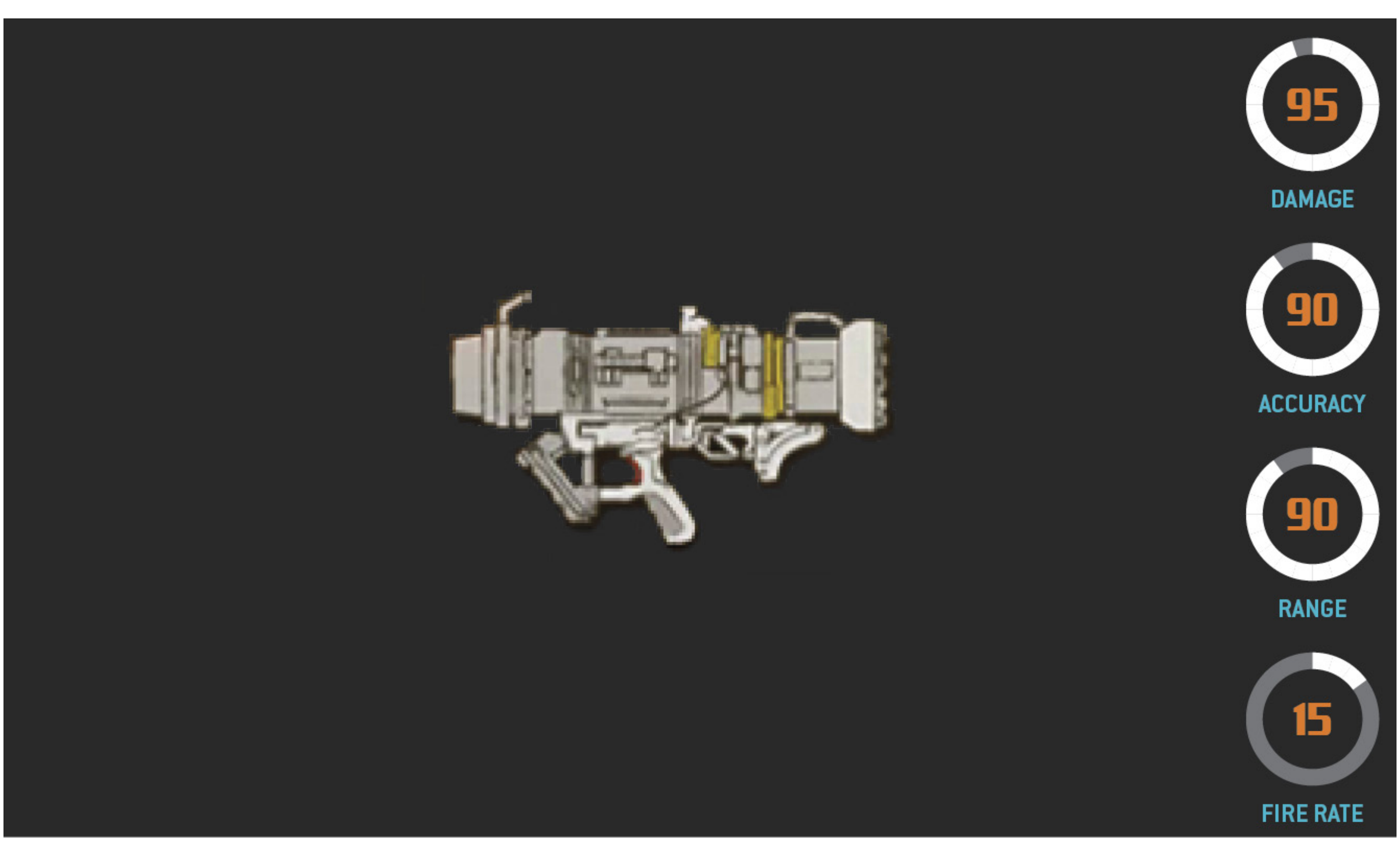
FIELD NOTES

The Thunderbolt fires a powerful, blue ball of electricity capable of damaging Titans, Spectres, Stalkers, and Reapers. When a Titan is hit by this surge of electricity, the Pilot's HUD is temporarily scrambled, similar to taking damage from Electric Smoke or an Arc Grenade. This prevents the Titan from effectively retaliating for a few seconds. This is a good time to follow up with a rodeo attack.

While the Thunderbolt benefits from impressive range and accuracy, the velocity at which the ball of electricity travels makes it difficult to engage targets beyond intermediate range. Even more problematic is the weapon's slow reload time. This is a one-shot weapon, requiring a reload after every shot. For best results, hide in a nearby building and take shots through a window or doorway. Retreat back inside the building after firing to swap weapons or reload.

Due to the weapon's cumbersome functionality, don't expect to use it against non-Titan enemies. Consider equipping the Quick Swap mod so you can quickly switch weapons. The Speedloader mod is also a worthwhile upgrade.

ARCHER



Description	Rocket launcher with anti-Titan lock-on.
Magazine Capacity	1
Unlocks at	Level 43
Cost	50
Strengths	High damage anti-armor weapon; lock-on increases chances of a hit
Weaknesses	Requires lock to fire; lengthy reload time

FIELD NOTES

Of the anti-Titan weapons, the Archer deals the most damage. But it can only be deployed against enemy Titans, Reapers, and dropships. The weapon cannot be dumb-fired, nor can it lock on to other units. Aim through the weapon's integrated sight to acquire a lock. After you keep the target in sight for a few seconds, a lock is achieved, indicated by a gray circle superimposed over the target. This is your cue to fire. The rocket immediately leaves the launcher and automatically homes in on the target.

While the Archer fires a homing rocket with impressive accuracy, scoring a hit isn't always guaranteed. The lock can be broken prior to or post-launch by Electric Smoke, causing the rocket to miss. Alternately, the target can simply move behind cover, causing the rocket to crash into a wall or other object. So before taking aim, make sure the rocket has a clear path to the target. Likewise, be ready to seek cover after firing. This is another one-shot weapon, requiring a lengthy reload process. You don't want to be caught in the open while loading a new rocket.

Given the weapon's limited targeting parameters, you'll be relying heavily on your primary weapon to deal with most threats. So consider choosing the Quick Swap mod to decrease the time it takes to switch weapons. Also, consider the Speedloader mod to decrease the time necessary to load a new rocket.

Ordnance

Rounding out each Pilot's arsenal is the Ordnance slot, reserved for grenades and other explosive devices. These hand-tossed munitions are effective against Pilots, minions, and even Titans. After deploying ordnance, there's a lengthy cooldown timer, preventing you from tossing a second grenade for a few seconds. Equip the Ordnance Expert kit to decrease the cooldown timer, allowing you to deploy ordnance with greater frequency.

FRAG GRENADE

Description	Explosive ordnance.
Unlocks at	1
Cost	N/A

FIELD NOTES

This is a standard fragmentation grenade, not unlike those featured in countless other shooters. When tossed, the grenade doesn't explode upon impact. Instead, the grenade's time-delay fuse allows the grenade to bounce off surfaces and roll down slopes. This can come in handy for bouncing the grenade around corners when operating within interiors. The grenade can also be cooked. Simply hold down the ordnance button/key to hold the grenade in your hand as the internal fuse ticks down. But throw the grenade before it explodes in your face. With some practice you can time the toss so the grenade explodes in the air next to your target. This is the best method for damaging Titans. Otherwise the grenade will simply bounce off the Titan's armor before exploding on the ground.

ARC GRENADE

Description	Stuns Pilots and blinds Titans.
Unlocks at	1
Cost	N/A

FIELD NOTES

If you're focused on attacking Titans, the Arc Grenade is an excellent choice. When tossed at an enemy Titan, the grenade explodes upon contact, dealing heavy electrical damage. This distorts the Titan's vision for a few seconds, making it vulnerable to rodeo and other attacks. The grenade is equally effective against Pilots, distorting their helmet's HUD view and temporarily rendering their Jump Kit inoperable. When stunned by an Arc grenade, Pilots move slower and are incapable of running along walls. The sudden lack of mobility, combined with the distortion of their vision, makes Pilots extremely vulnerable to attack. Hitting a wounded Pilot with an Arc Grenade can prove fatal. Regardless of your target, the Arc Grenade has a large blast radius, making it effective during any engagement. However, be sure to stay clear of the blast. Otherwise your vision and Jump Kit will suffer the consequences.

FIRESTAR

Description	Incendiary throwing star.
Unlocks at	1
Cost	N/A

FIELD NOTES

The Firestar resembles a throwing star and is thrown in a similar fashion. But this device is packed with volatile, hot-burning thermite. Like a miniature version of the Scorch Titan's thermite-based grenades, the Firestar explodes upon impact, leaving behind a simmering pool of thermite. The thermite burns for several seconds. For best results, throw this device at your target's feet to envelop them in flames. This is particularly effective against large groups of minions. While the Firestar is an effective offensive weapon, consider using it defensively, as well. When you're being pursued by enemy Pilots, throw it in doorways or other narrow passages to prevent opponents from following. Or during Amped Hardpoint or Capture the Flag matches, use the Firestar to restrict access to your team's objectives.

GRAVITY STAR

Description	Pulls in enemies and projectiles before exploding.
Unlocks at	9
Cost	220

FIELD NOTES

Of all the grenades, the Gravity Star is by far the most unique. When tossed, the Gravity Star creates a miniature singularity upon impact, pulling in nearby Pilots and minions. While held in the singularity's grip, units are trapped, incapable of escaping the gravitational pull. After a few seconds, the singularity explodes, dealing minor damage to those trapped. Try to eliminate enemies caught in the singularity before it explodes. Grenadier launchers like the Sidewinder SMR or R-6P Softball are ideal for taking out tightly clustered groups of enemies. Titans are too massive for the Gravity Star to have any impact, so reserve this weapon for confronting enemy Pilots and minions.

ELECTRIC SMOKE GRENADE

Description	Carpets an area with electric smoke.
Unlocks at	22
Cost	220

FIELD NOTES

This new grenade is a miniaturized version of the Electric Smoke countermeasure deployed by Titans. As a result, the smoke screen is noticeably smaller, but surprisingly effective when taking on Titans and minions. The grenade is particularly effective against Spectres, Stalkers, and Reapers, dealing continuous electrical damage. For best results, throw the grenade into a group of minions as they emerge from their Drop Pod, ensuring multiple kills. This makes the weapon a strong contender for your ordnance slot when playing Bounty Hunt matches. The grenade is also effective against enemy Pilots equipped with the Smart Pistol boost. The smoke prevents the pistol from achieving a lock.

SATCHEL

Description	Two remotely detonated heavy explosives.
Unlocks at	37
Cost	220

FIELD NOTES

The returning Satchel is great for setting booby traps for Pilots, as well as dealing heavy damage to Titans. While you can no longer deploy Satchels during rodeo attacks, you can still stick these powerful explosives to Titans, dealing impressive damage. Alternately, drop or place Satchels in high-traffic areas, such as near objectives or choke points. Placing charges next to hardpoints and flags may not be sporting, but one can't deny the effectiveness of such tactics. Once a charge is placed, it must be detonated manually, so it's best to maintain line of sight with your trap to ensure proper timing. You can place up to two Satchels at a time. Both explosives detonate simultaneously when triggered. Satchels benefit from a large blast radius, killing any Pilots or minions within instantly. But deployment can be tricky during firefights. So when you're not setting traps, try to toss Satchels down onto enemies from elevated positions where you're less likely to be spotted.

TITANFALL 2

Pilot Kits

Unlike the tactical abilities, kits are largely passive, requiring no interaction on behalf of the Pilot to benefit from their bonuses. There are a total of eight kits, split across two different slots, each with their own benefits. You can have two kits active simultaneously, one in each slot. Before selecting a kit, take into account your other loadout selections and find a kit that complements them.

KIT 1

POWER CELL

Description	Tactical ability is more readily available (faster cooldown).
Unlocks at	1
Cost	N/A

FIELD NOTES

Power Cell is one of the first kits readily available. Paired with literally any tactical ability, this kit is extremely useful. Stay super mobile pairing Power Cell with Stim or Grapple, or become a real ghost with Cloak. Pick your favorite tactical and use Power Cell to become a master with it.

FAST REGEN

Description	Health regeneration begins sooner.
Unlocks at	1
Cost	N/A

FIELD NOTES

Stay alive longer with Fast Regen. This does not mean that you can take more bullets, or survive a melee attack straight to the face. Taking Fast Regen does mean that you can trade a few shots with your enemy, escape for just a few seconds, and return back to the fight to actually have the upper hand, as you have just regained your health before they have. Using this kit requires some incredible timing, as well as lighting fast reflexes. This is a kit you will see some of the highly skilled players use, as they will be escaping danger just in the nick of time. This does not mean you must return to battle right away. This is more of an offensive move. Fast Regen can be used simply just to get away and not get killed as you retreat back to your base or get caught along the way with half of your health.

ORDNANCE EXPERT

Description	Ordnance is more readily available (faster coolown) and enables you to see the projected trajectory of your ordnance.
Unlocks at	18
Cost	125

FIELD NOTES

With the array of ordnance options in the game, there are just as many different trajectories to learn when it comes to throwing out yours. Each grenade isn't very different, but some are different enough to throw off your balance because you may not be used to how that specific piece might fly. Use Ordnance Expert if you plan to go on the all-out offensive. Being able to throw more grenades or blind more Titans with your Arc Grenade or Firestar can really mess with the enemy's flow. Using this kit can be considered a bit of a waste if you are on the defensive, as you may not use it all that much and there are other kits that might serve you better. Toss grenades as far as you can with Ordnance Expert equipped, because you know exactly where it will land now.

PHASE EMBARK

Description	Quickly teleport into your Titan.
Unlocks at	29
Cost	125

FIELD NOTES

Embarking your Titan always looks really fun, but sometimes the traditional way just takes a little bit too long. In most cases, when you have Titanfall ready, you need it right then and there. Playing in game modes like Titan War and Bounty Hunt, you might need your Titan a whole minute before it actually drops. Phase Embark is exactly the kit that will help you out in these situations. When you go to embark your Titan, you will run up and literally phase right through the nose plating and into the cockpit, saving you a few seconds and making you combat-ready. This kit is best paired with Warpfall because not only will you get in your Titan quicker, you will also have the ability to embark your Titan faster. You are also quite vulnerable after Warpfall, as your Titan does not have the protective Dome-Shield on.

KIT 2

KILL REPORT

Description	Enemy death locations marked by skull on the HUD.
Unlocks at	1
Cost	N/A

FIELD NOTES

Kill Report is useful when you want to control a specific area or building. The use of Kill Report allows you to make a mental map of where the action is taking place on the actual map. Use Kill Report as either a sniper or a team captain because having knowledge of the battlefield is key for each role. Keep track of deaths around the map and dictate where you need to send your weaponry.

WALLHANG

Description	Hang onto walls by aiming while wallrunning.
Unlocks at	1
Cost	N/A

FIELD NOTES

Wallhang is the perfect kit for sneak attack and surprise ambushes. Use Wallhang to kill movement expectations or attack from above before your opponent notices that you are there. What that means is, if someone is tracking you while you are running toward them on the wall and they expect you to jump off or drop, you can wallhang and light them up when they least expect it. Another way to surprise your opponent is by running above your enemy and stopping directly in their blind spot, thus having the perfect shot to take them out.

HOVER

Description	Aiming while airborne allows you to hover.
Unlocks at	25
Cost	225

FIELD NOTES

Hover is an ability that works in the same way as Wallhang, but for a slightly different purpose. Hover is less stable than Wallhang. However, you are actually able to aim down sights with Hover, unlike Wallhang. Use Hover during transitions from object to object while wallrunning. The best part about Hover is that you can keep up your forward or lateral momentum even after you are done hovering. In a hallway where you might jump from side to side while running, you can literally stop in the middle of a jump and fire on an enemy and then continue your jump and keep right on with what you were doing. This is a bit of a technical kit, but mastering it will serve you very well.

LOW PROFILE

Description	No jump jet trails and a quieter Titan rodeo.
Unlocks at	40
Cost	225

FIELD NOTES

Low Profile might seem familiar if you are a w veteran. This is a kit that can be used on any Pilot loadout, as you simply can't go wrong with it. Low Profile will do just that, keep you in a low profile against the enemy team. Because of the jump pack on a Pilot, it is rather easy to spot players from a distance, and this is where Low Profile helps you out most. Not drawing attention from your enemies while you're attempting to move away from the action can save you a great deal of deaths, as some are now avoidable. Considering Electric Smoke from Titans take timing into a much larger account, being silent when attempting to rodeo a Titan can give you a few extra seconds before the Pilot inside notices you.

TITANFALL 2

Pilots

Executions

Try sneaking up behind enemies and performing a melee attack. If you're directly behind an enemy Pilot or minion, you'll perform an execution. The camera automatically switches to a third-person perspective, allowing you to witness a brutal takedown animation. While you only start with one execution, you can unlock more by leveling your Pilot. Here's a breakdown of the executions available.

EXECUTIONS

EXECUTION	NAME	DESCRIPTION	UNLOCK	COST
	Neckbreaker	Snap the enemy's neck.	1	—
	In Your Face	Takedown, followed by a Data Knife to the face.	—	Advocate Gift
	Grand Theft Semi-Auto	Execute your foe with their own pistol.	—	Advocate Gift
	2-3-2 Combo	Two kidney punches ending in a right cross.	—	Advocate Gift
	Knee Plus	Flying knee to the face.	—	Advocate Gift

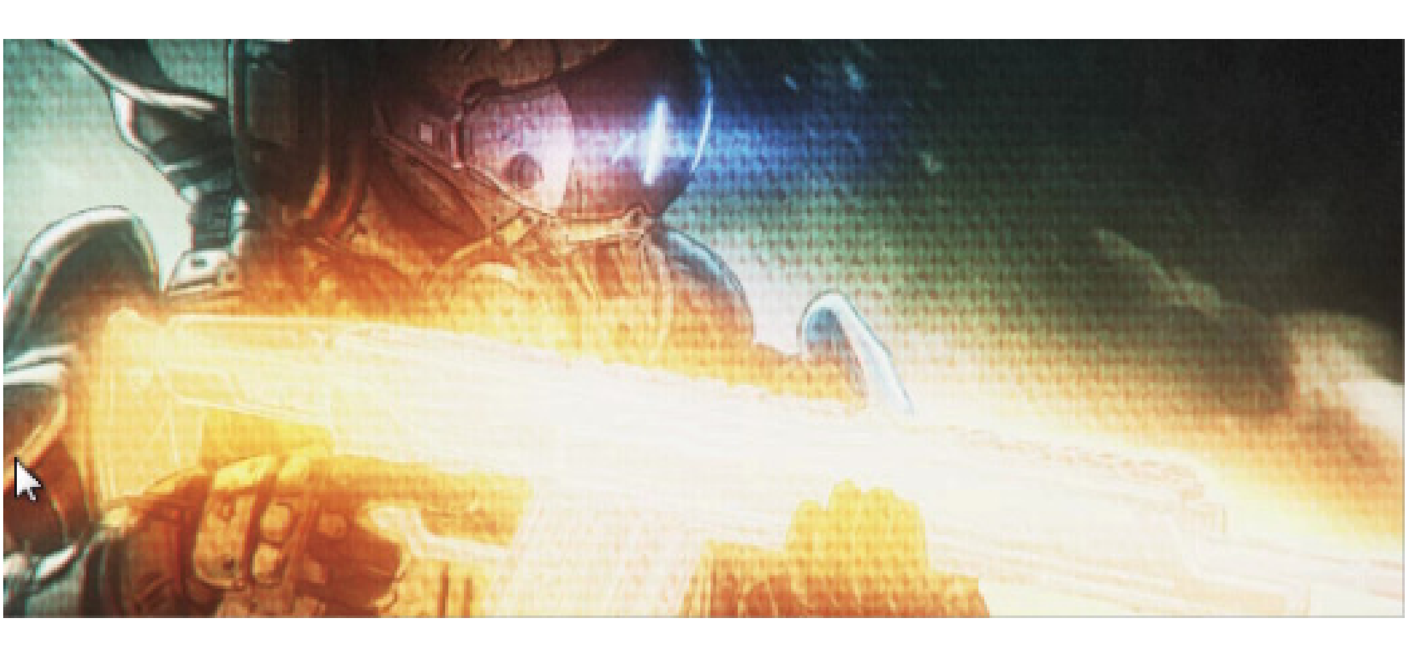
TITANFALL 2

Pilots

Pilot Boosts

The new Pilot boosts are a derivative of the Burn Card system from *Titanfall*. These boosts give Pilots an additional tactical advantage range, including access to special weapons like Ticks and the Smart Pistol. Once a boost is selected (in the Identity menu) it must be earned before it can be deployed in combat. Progress toward earning a boost is tracked on the Titan meter, located in the lower left corner of the HUD. While you make gradual progress toward your boost (and Titan) over time, you can expedite the process by scoring kills and helping your team attack and defend objectives. When your boost is available, a message appears on the HUD. Some boosts are best deployed right away, while others are situational. Reference this section to understand how the different boosts function and when to activate them.

AMPED WEAPONS



Description	Supercharge your primary and secondary weapons.
Activation Cost	80 percent
Unlocks at	1
Cost	N/A

FIELD NOTES

Triggering the Amped Weapons boost gives you a huge advantage in any firefight. Taking on a Pilot close to your skill level can come down to who gets the lucky shots, so why leave it to chance? The Amped Weapon boost does not go away until you are killed, once triggered, so if you're in a decent situation go ahead and activate the Amped Weapons. This is an all the time-type boost, so do your best to earn this boost and become a very powerful weapon on the battlefield.

There are some specific weapons that might benefit from Amped Weapons a little more than others. Any of the submachine guns in the game is great for amping because boosting a weaker weapon with a major advantage in the fire rate department gives it a whole new shine. It is probably not a great idea to use Amped Weapons on the Kraber, as it is already a one-shot kill.

BATTERY BACKUP

Description	Give yourself a free battery.
Activation Cost	80 percent
Unlocks at	28
Cost	250

FIELD NOTES

Battery Backup is a useful boost, especially in a pinch. There are many ways to get a battery, and some game modes have greater opportunities than others, but this boost comes in handy for game modes without minions to gather batteries from. In most cases, your only method of receiving a battery is to steal it from an enemy Titan, which can be extremely dangerous. Earn your boost by going after enemy Pilots or firing at Titans from a distance. This will get you close to dropping your own Titan where you can place the battery and have a major advantage.

Giving yourself a battery in a situation where you really need a final push is helpful in game modes like Amped Hardpoint. Being able to use your battery for a variety of things leaves a lot of options for use, but some extra time with your Titan will do some good.

SMART PISTOL

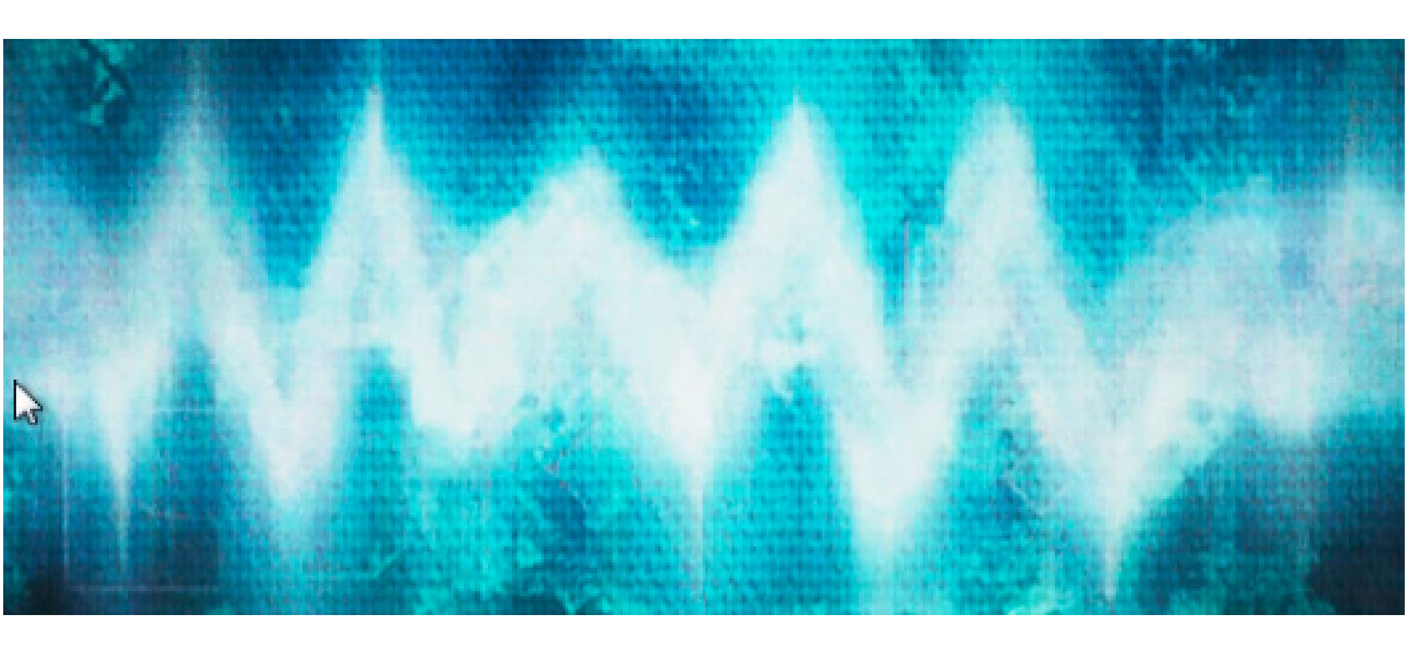
Description	Locks onto nearby targets for guaranteed hits; equipped with two 12-round magazines (replaces secondary weapon).
Activation Cost	60 percent
Unlocks at	42
Cost	250

FIELD NOTES

One of the most anticipated features in the game is the return of the Smart Pistol. In *Titanfall 2*, the Smart Pistol is in the boosts section, which means you have to earn it. However, that means there is a good chance that you will have the Smart Pistol at least once per match, which is extremely powerful. The Smart Pistol can be effectively used in every game mode on every map. Just understand that it will replace your secondary weapon, which is important if you have an anti-Titan weapon.

With enough rounds to keep you alive for awhile, it is important to know when to use the Smart Pistol. Fortunately, there is no wrong time to whip out this powerful boost because, even if you're near a Titan, you always have the option to run away. The Smart Pistol funtions best when you give it time to lock on to enemy targets, but be careful not to wait just because you want to get the most out of it. Using the Smart Pistol with one lock is fine, especially if it will get you out of a jam. If you pair the Smart Pistol up with Cloak, you can sneak up on a group of enemies and allow the weapon some time to get the maximum number of locks possible, taking out every single one without giving them a chance to react.

RADAR JAMMER



Description	Scramble the enemy's radar.
Activation Cost	40 percent
Unlocks at	31
Cost	250

FIELD NOTES

Radar Jammer is pretty cool when it comes to the general idea of what it does. However, there are some pretty key points on when to use it. This boost will scramble the enemy's minimap really well, making the map unusable while activated. Jamming the enemy's radar is ideal for any game mode with a location specific objective, and best used when the enemy is indoors.

Since it is a boost, it will take a little bit of time to earn it, so rushing straight to the other team's objective point is not where Radar Jammer will benefit you most. This does not necessarily mean that you should keep attacking until you receive your boost and then use it on the next try, but that will work. The most ideal time to use the Radar Jammer is after you've taken out most of a single wave of enemies, putting the majority of them in a respawn timer. This method isn't easy by any means, but if you work with your team and pull this off right before you trigger Rader Jammer, you can all but guarantee an objective capture.

HARD COVER

Description	Reinforced Pilot-sized particle shield.
Activation Cost	20 percent
Unlocks at	46
Cost	250

FIELD NOTES

Hard Cover provides an excellent form of improvised cover that can be used absolutely anywhere you can stand. This boost is perfect for those that serve the role as the defender for the team. If you are someone that likes to make a base and call it your home, Hard Cover is perfect for you, especially when the enemy team decides to make a big push on your position. Pair this boost with the Tank Pilot loadout and you can reinforce the tank more than it already is, so to speak.

Not only is Hard Cover used for defenders, it is also extremely useful for snipers that really need to get their shot off, even if it means taking it from a dangerous position. Know where you need to take the shot from and pop your Hard Cover, take the shot, and get out of dodge. Staying in that position too long is sketchy, considering there is a timer on your particle shield, and it can be taken down with enough damage. Stay aware of your surroundings and use this to its biggest advantage.

TICKS

Description	Spider-like drones actively seek out enemies before self-detonation.
Activation Cost	65 percent
Unlocks at	6
Cost	250

FIELD NOTES

Ticks are perfect for players who like to set and forget equipment for a later payoff. You get two Ticks when you earn your boost, and it is best to place them into separate locations so that they do not find the same target. The Ticks will seek out a target, which more than likely will be a Pilot, unless you're playing a game mode with NPC enemies. Because of modes such as Bounty Hunt, you should be careful not to toss these Ticks too close to the minions, thus wasting them.

PILOT SENTRY

Description	Anti-Personnel automated turret.
Activation Cost	72 percent
Unlocks at	17
Cost	250

FIELD NOTES

These anti-personnel turrets are perfect for almost every situations, but they need to be placed properly. Pilot Sentries cannot damage Titans, but they can attack Grunts and Spectres alike. Think of the Pilot Sentry as a companion, instead of a "set and forget"-type item. This boost has a few different uses, especially when you're defending a location. As a companion, the Pilot Sentry can be your blind spot defender. This has a huge use in game modes like Amped Hardpoint because it may only take one Pilot to take over a hardpoint. Earn your bonus and attack the other team's base. This doesn't make it easy, but you will have a better chance if you are the only one on your team in enemy territory.

The Pilot Sentry can all so be another gunner on the Drop Zones for Bounty Hunt. The objective for Bounty Hunt is to collect as many bounties as fast as possible, so why not have another gunner helping you out? Beware that the Pilot Sentry only lasts thirty seconds, so placing it early won't get you the efficiency you need.

TITAN SENTRY

Description	Anti-Titan automated turret.
Activation Cost	35 percent
Unlocks at	34
Cost	250

FIELD NOTES

The Titan Sentry is an automated "companion" that you can set and help attack the enemy. However, very much unlike the Pilot Sentry, is it is only focused on enemy Titans, which means it has a very specific use—but there are several ways to use this effectively. The Titan Sentry is not a high damage weapon, meaning it more than likely won't take an entire Titan armor down to zero before the enemy finds it and destroys it. It does mean that the sentry will do enough damage to annoy the Pilot inside and distract them from being able to fully do their job. In many cases distraction is all you need to take advantage of the enemy.

Place a Titan Sentry on one side of a choke point while you and/or your Titan are on the other side of it. If you place them all at the right time, the enemy Titan will have three different enemies firing upon them, but they will not know that they are all yours. Paired with your auto-Titan, whip out your anti-Titan weapon to become part of this trio. However, piloting the Titan might be just as effective; this part it up to you.

PHASE REWIND

Description	Phase Shift to a location visited shortly before activation.
Activation Cost	25 percent
Unlocks at	44
Cost	250

FIELD NOTES

Unlock your ultimate Phase ability with Phase Rewind. If you've ever wanted to know what it's like to time travel right after you've realized you've made a big mistake, this is the closest you can get in *Titanfall 2*. Activating Phase Rewind will literally take you back to where you were just a few seconds prior. Using this boost is one of the more difficult boosts to master, but once you get it, you can become virtually untouchable.

Using Phase Rewind requires some very quick reflexes, but sometimes you can plan out a very useful way to utilize the Phase Rewind. Being able to click your Phase Rewind at a moment's notice will serve you the best, as it can save your life. However, there is another use that makes it very similar to the grappling hook. When you rodeo an enemy Titan to steal their battery, it will explode you in the opposite direction. However, if you use Phase Rewind, you can appear right back on the back of the Titan to toss a grenade right where you just stole the battery from.

MAP HACK

Description	Reveal enemies to your entire team.
Activation Cost	70 percent
Unlocks at	23
Cost	250

FIELD NOTES

Map Hack is arguably one of the most dangerous boosts that can be used against Pilots. In almost every mode, short of Last Titan Standing, this boost will give you a major advantage over the entire enemy team. Obviously, Map Hack is great for game modes like Pilots vs. Pilots because it allows you to pinpoint your targets and go after them without revealing your location. What may not be so obvious is in a game mode like Capture the Flag, where activating your boost can help you and your team pinpoint the enemy locations and avoid them while running the enemy flag back to your base.

Map Hack has a limited amount of time, so it is pertinent that you activate it when you really need it. Activate Map Hack when you're locked and loaded but not too far from the action because you don't want to waste time getting to the enemy position and lose your power too soon. A good rule of thumb is to activate it about twenty seconds after moving forward from your spawn. This should get you close enough to make Map Hack the most effective.

HOLO PILOT NOVA

Description	Create multiple decoys of yourself.
Activation Cost	40 percent
Unlocks at	50
Cost	250

FIELD NOTES

Holo Pilot Nova is a great boost for all loadouts for different reasons. The most useful loadout that this boost can be on is a sniper loadout. Getting snuck up on from behind is still dangerous, even with Holo Pilot, but it can really help against counter-snipers. If you're not being tracked yet, but you see another sniper in the distance, it is safe to take a precaution and activate your Holo Pilot before you take your shot. This way, if you were to miss and the sniper swings his or her weapon in your direction, he or she will have several targets to choose from, giving you another chance to take a shot while the decide. For Pilots on the move, use Holo Pilot to throw trackers off as you break off in a direction they may not expect.

> **DEVELOPER TIP**
>
> Use Holo Pilot on Capture the Flag, especially when you're acting as the flag carrier. The hologram decoys will copy whatever the Pilot was doing when you activated it. This includes temporary appearance modifications, like the flag on the Pilot's back and trail effects that come from movement.

DICE ROLL

Description	A randomly chosen boost is activated upon use.
Activation Cost	36 percent

FIELD NOTES

The Dice Roll is almost literally a roll of the dice, but it is very much a gamble on what you might get. Granted, there are very good uses for each individual boost in the game, sometimes you may just not have a use for some boosts at the time you acquire said boost. The Dice Roll has a major advantage, however, and this may convince a good number of players to equip this boost, instead of a specific one. The requirement to earn the Dice Roll is relatively low, which means you can earn it early. This is great because, if by chance you get a boost that would normally require above 60 percent, you are truly given a gift from the randomness.

TITANFALL 2

Pilots

Advanced Customization

Now that you know how all the Pilot weapons, abilities, and kits function, it's time to put it all together. Your ability to customize your Pilot is largely determined by your progression. The more you level up, the more customization options become available. Here, we take a look at some sample loadouts. While you may find some of these loadouts beneficial, feel free to tailor them to your own specific needs. These loadouts should only serve as a starting point, provided to inspire your own Pilot configurations.

SPECIALIZED LOADOUTS

What's your role? These loadouts give you some options to think about when customizing your Pilot. Do you want to rush the enemy and engage at close range? Or perhaps you'd rather skirt around the perimeter of the map and pick off enemies with stealth and precision. Here are a few loadouts capable of filling specific roles on your team. Feel free to tweak and further customize them to match your style of play.

HYPER-FLIGHT HERO

LOADOUT

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Stim	Quickly heals and boosts your speed for a short time.
	Ordnance: Arc Grenade	Stuns Pilots and blinds Titans.
	Primary Weapon: CAR	Consistent recoil SMG.
	Secondary Weapon: SA-3 Mozambique	Controlled spread triple barrel shotgun pistol.
	Kit 1: Fast Regen	Health regeneration begins sooner.
	Kit 2: Low Profile	No jump jet trails and silent Titan rodeo climbing.

This loadout is ideal for moving from point-to-point quickly without being an easy target. What makes that extremely important for small- to medium-sized maps is that even though there is a large amount of cover, moving from one to the other is extremely dangerous. Since this is an ideal loadout for getting from point-to-point, like cover to cover, it makes the Hyper-Flight Hero the loadout for the ultimate point-to-point game mode: Capture the Flag.

MID-RANGE MASTER

LOADOUT

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Grapple	Grappling hook for getting to out of reach places quickly.
	Ordnance: Firestar	Incendiary throwing star.
	Primary Weapon: Hemlock	Burst-fire assault rifle.
	Secondary Weapon: Charge Rifle	Charged precision beam Anti-Titan sniper.
	Kit 1: Phase Embark	Quickly teleport into your Titan.
	Kit 2: Wallhang	Hang onto walls by aiming while wallrunning.

The Mid-Range Master is ideal for those that wish to focus fully on dealing pure damage to their enemies. The Grapple's main purpose is simply to get the angle on your opponent in any situation, quickly. Keep in mind the primary weapon that you have equipped when choosing the position to grapple to. Equipped with the Hemlock, you don't want to get to close to the enemy, so keep some distance and control the battlefield with the Mid-Range Master.

SHOCK SEEKER

LOADOUT

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Pulse Blade	Expose enemies through surfaces with this sonar pulse-emitting throwing knife.
	Ordnance: Satchel	Two remotely detonated heavy explosives.
	Primary Weapon: Mastiff	Auto-loading shotgun with wide spread.
	Secondary Weapon: Archer	Rocket launcher with anti-Titan lock-on.
	Kit 1: Power Cell	Tactical is more readily available (faster cooldown).
	Kit 2: Kill Report	Enemy death locations marked by skulls on the HUD.

The Shock Seeker is the ultimate in-your-face loadout that is not great at range, but depending on the map, there is no need to engage at a distance. The Pulse Blade is something that allows you to see around the corners of a major conjunction through which you are about to travel. Because of the Power Cell in Kit 1, you are able to use Pulse Blade often, and you should. Noticing a squad around the corner you're about to walk through doesn't need to be a sacrifice, and that's why you have high explosive satchels at your disposal. Act quickly and blow them sky high.

PHASE PILOT

LOADOUT

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Phase Shift	Teleport into an alternate space for a short time.
	Ordnance: Gravity Star	Pulls in enemies and projectiles before exploding.
	Primary Weapon: L-Star	Rapid-fire energy LMG.
	Secondary Weapon: Charge Rifle	Charged precision beam Anti-Titan sniper.
	Kit 1: Phase Embark	Quickly teleport into your Titan.
	Kit 2: Hover	Aiming while airborne allows you to hover.

The Phase Pilot loadout is a powerful offensive loadout and is great for maps with mid- to long-range distances. There is a clear theme with this loadout, but there is a tactical explanation as to why. For the most part, the Phase Pilot is designed for mid-ranged firefights, but equipped with Phase Shift, the loadout is designed to evade close encounters as your enemy attempts to flank or overwhelm your position. Phase Shift past them and drop a Gravity Star to deter them as you create some distance and make them pay for pushing your position.

ROUGH RECON

LOADOUT

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Holo Pilot	Create a holographic copy of yourself mimicking your actions when activated.
	Ordnance: Electric Smoke Grenade	Carpets an area with electric smoke.
	Primary Weapon: Kraber	Scoped heavy rifle.
	Secondary Weapon: Charge Rifle	Charged precision beam anti-Titan sniper.
	Kit 1: Fast Regen	Health regeneration begins sooner.
	Kit 2: Kill Report	Enemy death locations marked by skulls on the HUD.

Rough Recon is a strong loadout that requires a skilled player because this is a very specialized combination. Holo Pilot takes some time to restore its use, but that is not a problem, as you should only need it when you're in danger. The combination of Holo Pilot and Kill Report should allow you to have a good survey of the where the action is and roughly where the enemies might be coming from. But in case there aren't any reports coming in, you can be ready to launch your Holo Pilot and buy some time for you to get away. Both your primary weapon and your secondary weapon are meant for you to keep your distance, so don't be afraid to flee when the things are getting too hot and you need to get out of the kitchen.

ROUGH RECON V2.0

LOADOUT

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Holo Pilot	Create a holographic copy of yourself mimicking your actions when activated.
	Ordnance: Electric Smoke Grenade	Carpets an area with electric smoke.
	Primary Weapon: Longbow-DMR	Semi-auto sniper.
	Secondary Weapon: Thunderbolt	Fires a powerful ball of electricity.
	Kit 1: Fast Regen	Health regeneration begins sooner.
	Kit 2: Kill Report	Enemy death locations marked by skulls on the HUD.

Rough Recon is a strong loadout that requires a skilled player because this is a very specialized combination. Holo Pilot takes some time to restore its use, but that is not a problem, as you should only need it when you're in danger. The combination of Holo Pilot and Kill Report should allow you to have a good survey of the where the action is and roughly where the enemies might be coming from. But in case there aren't any reports coming in, you can be ready to launch your Holo Pilot and buy some time for you to get away. Both your primary weapon and your secondary weapon are meant for you to keep your distance, so don't be afraid to flee when things are getting too hot and you need to get out of the kitchen. The difference between this version and its previous version is the weaponry. For certain maps, there is no need for the extremely powerful Kraber. Because of the Kraber's fire rate, being able to get off a second shot before your enemy finds cover or even charges after you is crucial, especially because the distance that your opponent needs to close is smaller.

GHOST

LOADOUT

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Cloak	Become nearly invisible. Cloak has increased effectiveness versus Titans.
	Ordnance: Arc Grenade	Stuns Pilots and blinds Titans.
	Primary Weapon: R-201	Full-auto and high accuracy.
	Secondary Weapon: Charge Rifle	Charged precision beam anti-Titan sniper.
	Kit 1: Phase Embark	Quickly teleport into your Titan.
	Kit 2: Low Profile	No jump jet trails and silent Titan rodeo climbing.

The Ghost loadout is ideal for a full-on offensive mission with the ability to back off if things get desperate. Use Cloak as a way to get closer to your enemy and always take the positioning of you and your opponent as priority. The purpose of the R-201 is so that you are able to keep your distance from enemy Pilots, due to the fact that you are much more visible, even while Cloaked, up close. The same goes for why you have the Charge Rifle at the ready, just in case you must take down a Titan. You may be faced with no other option than to flee, because it's much better to flee and fight another day rather than give the other team a Pilot kill and make it easier for them to call in their Titans. Always know where your exits are, and as soon as you think things are looking grim, activate your Cloak. Run toward the exit, and don't be afraid to jump and get acrobatic on your way out. That's what Low Profile is for.

GHOST V2.0

LOADOUT

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Cloak	Become nearly invisible. Cloak has increased effectiveness versus Titans.
	Ordnance: Arc Grenade	Stuns Pilots and blinds Titans.
	Primary Weapon: G2	Semi-auto precision rifle.
	Secondary Weapon: Archer	Rocket launcher with anti-Titan lock-on.
	Kit 1: Phase Embark	Quickly teleport into your Titan.
	Kit 2: Low Profile	No jump jet trails and silent Titan rodeo climbing.

The Ghost loadout is ideal for a full-on offensive mission with the ability to back off if things get desperate. Use Cloak as a way to get closer to your enemy and always take the positioning of you and your opponent as priority. The difference between Ghost and Ghost v2.0 is the choice in weaponry; both the primary weapon and secondary weapon are chosen for a slightly longer effective range. Certain maps require a little more range than others, but Ghost is still a very powerful loadout so with a few tweaks it is a great loadout for every map. You may be faced with no other option than to flee, because it's much better to flee and fight another day rather than give the other team a Pilot kill and make it easier for them to call in their Titans. Always know where your exits arem and as soon as you think things are looking grim, activate your Cloak. Run toward the exit, and don't be afraid to jump and get acrobatic on your way out. That's what Low Profile is for.

TANK

LOADOUT

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: A-Wall	Pilot-sized particle shield that amps outgoing shots. Destroyable only at its protected base.
	Ordnance: Frag Grenade	Cookable explosive ordnance.
	Primary Weapon: Devotion	Ramps up fire rate over time.
	Secondary Weapon: Archer	Rocket launcher with anti-Titan lock-on.
	Kit 1: Phase Embark	Quickly teleport into your Titan.
	Kit 2: Hover	Aiming while airborne allows you to hover.

The Tank loadout is built just as its name implies: a tank. You can't increase the health of your Pilot in any way possible, so there is only a couple ways to defend yourself from direct fire. Dropping a particle shield that you are able to fire outwardly from is a great way to give you the advantage against enemy Pilots. The best areas to play this loadout are out of the reach of Titans and right in the pathway of Pilots. Pilots will want to take alternate routes that Titans cannot take, and you are the Pilot-sized Titan that can take more than your opponent. The fact that the Devotion gains a faster fire rate the longer you hold the trigger, you are in the role to hold an entire sector with only your primary weapon and your particle shield.

GRAPPLE GLIDER

LOADOUT

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Grapple	Grappling hook for getting to out of reach places quickly.
	Ordnance: Firestar	Incendiary throwing star.
	Primary Weapon: Mastiff	Auto-loading shotgun with wide spread.
	Secondary Weapon: Thunderbolt	Fires a powerful ball of electricity.
	Kit 1: Ordnance Expert	Ordnance is more readily available (quicker cooldown)and enables you to see the projected trajectory of your ordnance.
	Kit 2: Wallhang	Hang onto walls by aiming while wallrunning.

This loadout is meant for situation where you're staying mobile at all times in an urban environment. You are able to use your Grapple twice at a full charge, and when up against a Titan, helmet to nose, being able to find the nearest high place and pull yourself out of harm's way fast can save your Pilot's life and keep you close to the objective. Firestar is great for covering your tracks when attempting to get away. With the use of Ordnance Expert, it is easier to throw the Firestar right at the enemy Titan's nose, blinding the Pilot inside. The Grapple Glider is designed for swift, close-quarters offensive strikes. Using the wide-spread shot of the Mastiff, gather as much momentum as possible by swinging around corners and sliding to keep up your speed. Make sure you have enough speed because attacking your enemy straight on is extremely dangerous. But going fast enough makes you a difficult target to even see.

TITANFALL 2

Multiplayer
Overview

While the single-player campaign delivers a compelling story and plenty of challenging, memorable moments, it's only part of *Titanfall 2*. Multiplayer extends your Titanfall experience for countless hours, pitting your skills against other players from around the world as your respective factions fight for dominance. Playing against others and working together as a team adds an entirely new dimension of intensity and fun. Plus, leveling up, unlocking new weapons, and customizing your Titans is incredibly addictive.

To succeed in multiplayer you must master playing as both a Pilot and a Titan. This section is jam-packed with information on both topics, complete with insight from the game's developers at Respawn Entertainment. So whether you're new to the FPS genre or not, take the time to read up. Multiplayer is easy to learn, but it takes skill and a broader knowledge of the gameplay mechanics to master the intricacies of Pilot and Titan combat.

TITANFALL 2

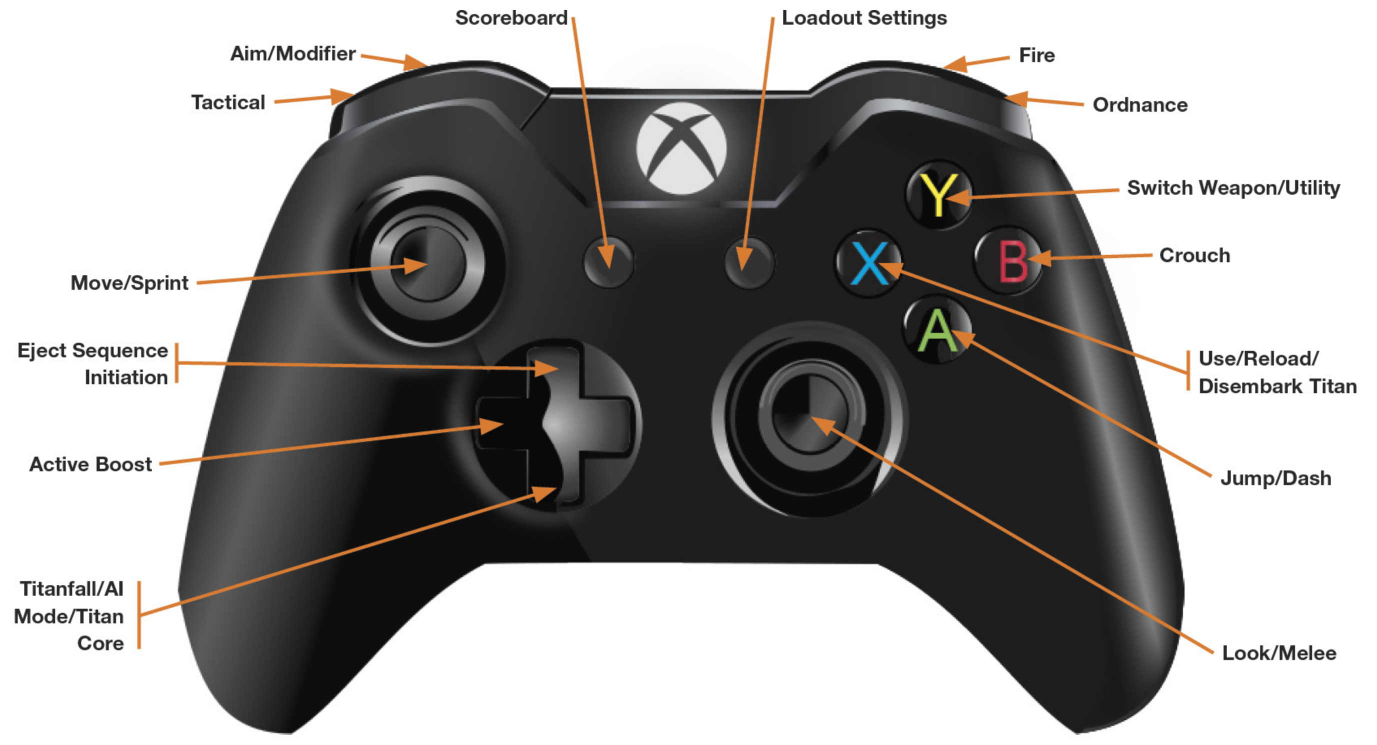
Multiplayer Controls

PC

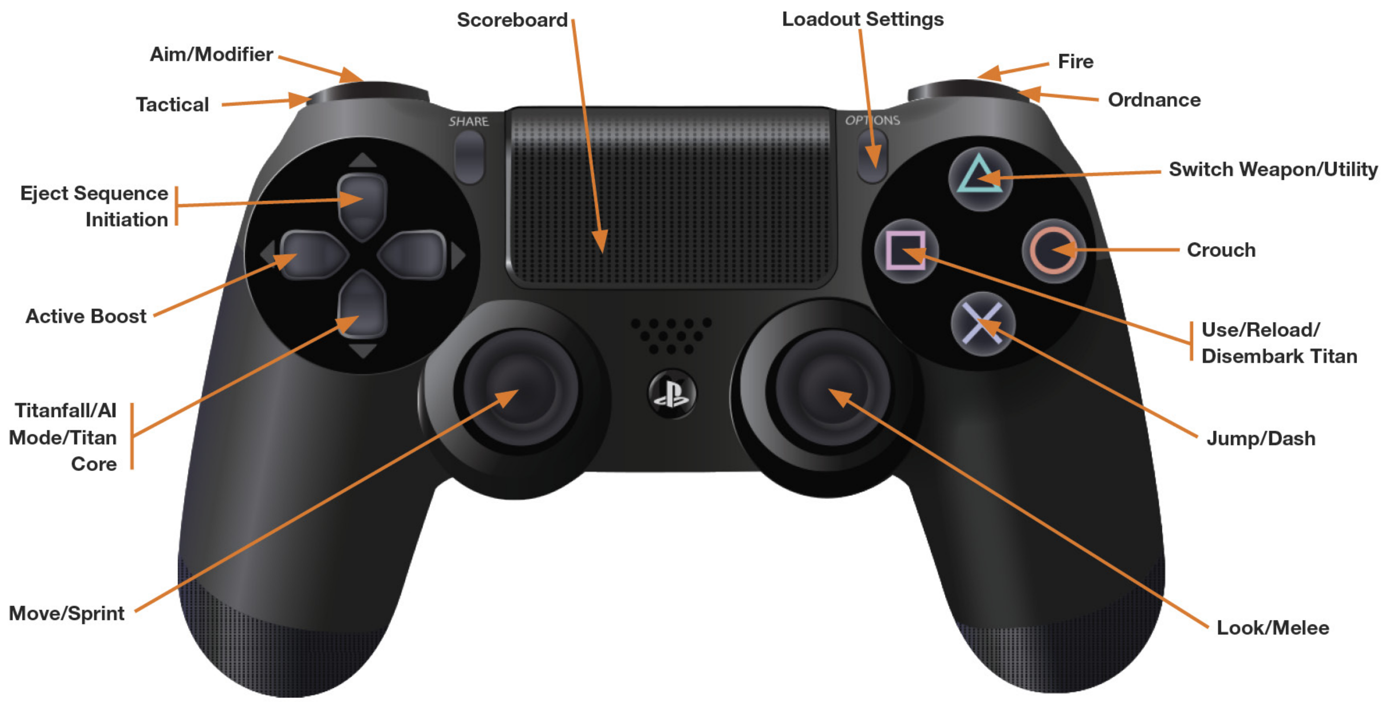
DEFAULT KEY BINDINGS

KEY	ACTIONS
Mouse 1	Fire
Mouse 2	Aim
Mouse 3	Tactical
C	Boost
F	Melee
Q	Grenades
E	Pick Up Weapon
R	Reload
X	Eject
V	Titanfall/Titan AI Mode/Titan Core
WEAPONS	
Mouse Wheel	Switch Weapons
G	Pick Up Weapon
MOVEMENT	
W	Move Forward
S	Move Back
A	Move Left
D	Move Right
Shift	Sprint
Space	Jump/Dash
Ctrl	Crouch/Slide
MISCELLANEOUS/COMMUNICATION	
Tab	Scoreboard
T	Chat Message
Y	Team Chat
Z	Push to Talk

XBOX ONE


Scoreboard
Loadout Settings
Aim/Modifier
Fire
Tactical
Ordnance
Switch Weapon/Utility
Move/Sprint
Crouch
Eject Sequence Initiation
Use/Reload/ Disembark Titan
Active Boost
Jump/Dash
Titanfall/AI Mode/Titan Core
Look/Melee

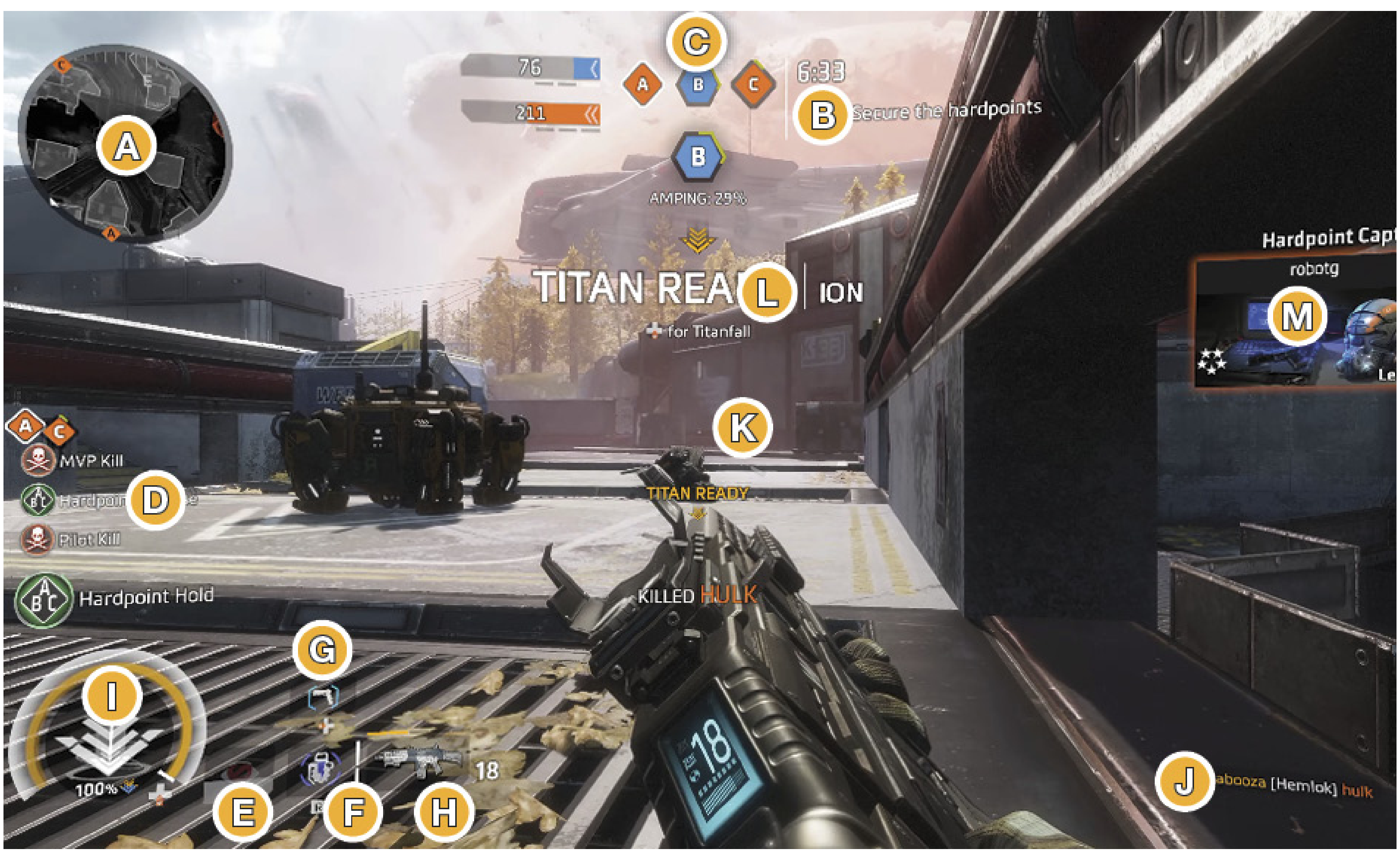
PLAYSTATION 4


Scoreboard
Loadout Settings
Aim/Modifier
Fire
Tactical
Ordnance
SHARE
OPTIONS
Switch Weapon/Utility
Eject Sequence Initiation
Crouch
Active Boost
Use/Reload/ Disembark Titan
Titanfall/AI Mode/Titan Core
Jump/Dash
Move/Sprint
Look/Melee

ALTERNATE BUTTON LAYOUTS

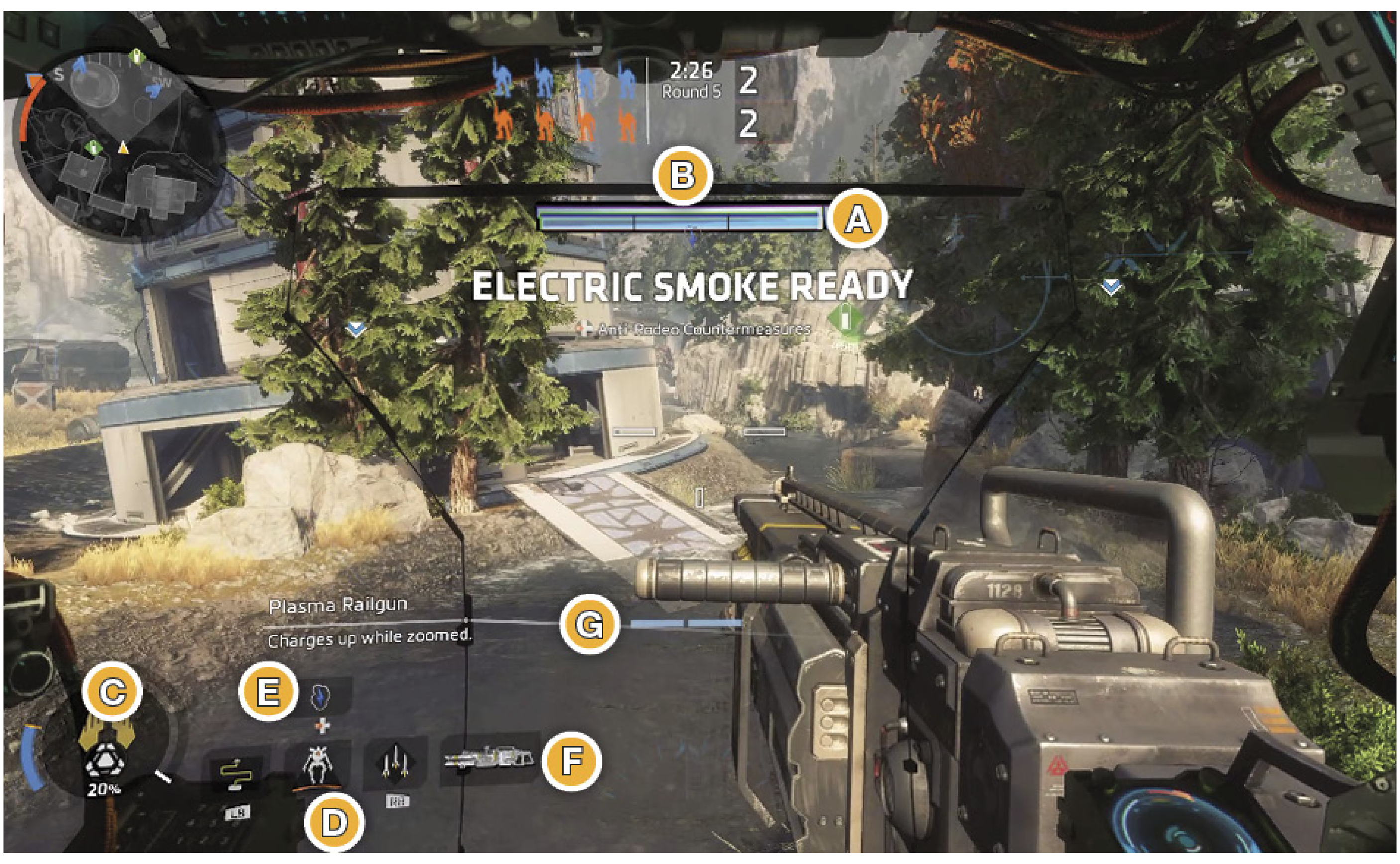
If you don't care for the default button layouts, you can adjust them in the Controls menu. Layout options include Bumper Jumper, Bumper Jumper Pilot, Evolved, Button Kicker, and Fruit Loop. Many of these layouts build on the popularity of Bumper Jumper. With Bumper Jumper, the Jump/Dash button is swapped with the Tactical button. This allows you to keep both of your thumbs on the sticks while jumping. In a game as fast-paced as Titanfall 2, aiming your weapon while jumping can give you an advantage during intense firefights.

PILOT INTERFACE



A	**Minimap:** This map provides a rudimentary top-down perspective of your current position on the map. Friendly units appear as blue icons, while hostile units are represented by orange icons.
B	**Match Timer:** This shows how much time is left in the current match.
C	**Game Mode Info:** This display shows the current score for the selected game mode.
D	**Scoring Update:** These icons show recently completed actions.
E	**Tactical Ability:** The equipped Tactical Ability is shown here, along with the input required to activate it.
F	**Ordnance:** The selected ordnance is shown here, along with the input required to deploy it.
G	**Boost:** When a Pilot boost is available, it appears here, above the ordnance icon.
H	**Equipped Weapon:** This shows the Pilot's primary weapon, along with the magazine's current ammo count.
I	**Titan Meter:** This shows how much progress you've made toward earning your Titan as well as your Pilot's boost.
J	**Kill Notification:** Recent Pilot kills/deaths are reported here.
K	**Reticle:** This is your weapon's aiming reticle. The reticle expands while your character is moving, indicating an unstable firing stance. The reticle constricts while your character is stationary or crouched, representing a stable firing stance.
L	**Status Update:** A variety of status updates appear here, reporting game mode information, as well as leveling up and Titan/boost availability.
M	**Event Update:** Significant events are reported here represented by player callsign banners.

TITAN INTERFACE



A	**Titan Health:** This bar represents your Titan's health. All damage to a Titan's health is permanent. When the bar is diminished, the Titan enters a vulnerable doomed state; consider ejecting.
B	**Shield:** This bar represents your Titan's shield. Install a battery to gain a shield. The shield does not replenish, but it does absorb incoming damage.
C	**Core Meter:** This meter tracks progress toward attaining your Titan's core ability. It also tracks progress toward attaining Countermeasures, awarded at 20 percent.
D	**Titan Abilities:** All Titans have three unique abilities represented by these icons.
E	**Countermeasure:** When Countermeasure is available, it appears here, above the Titan ability icons.
F	**Titan Weapon:** This shows the Titan's primary weapon, along with the magazine's current ammo count.
G	**Dash Bars:** These bars represent how many dashes your Titan has. These bars slowly replenish after each dash.

TITANFALL 2

Multiplayer

Pilot Fundamentals

Completing the campaign is a good way to get your feet wet, but there's still more to learn about being a Pilot. Here we take a look at some of the most fundamental aspects of playing as a Pilot, complete with some helpful tips from the developers at Respawn Entertainment.

MOBILITY

Utilizing Jump Kits, Pilots have a distinct advantage on the battlefield, making them capable of wallrunning, wallhanging, and double jumping. While the basics of movement are covered during the campaign, putting these moves into practice during combat takes some getting used to. For starters, look for opportunities to take the high ground. Advance to rooftops and other elevated positions to gain a better perspective of your environment. If you stay on the ground, you'll be at a serious disadvantage as enemy Pilots (and Titans) attack from above. Furthermore, moving on the ground (even when sprinting) is much slower than utilizing wallruns and other Jump Kit-assisted techniques.

The wallrunning skills you mastered during the campaign continue to pay dividends in multiplayer.

CROUCHING/SLIDING

ZIPLINES

At the moment, ziplines aren't available in multiplayer. However, they're still featured in the single-player campaign. When within close proximity to a zipline, attach to it by pressing the Reload button/key—you can even do this while in midair. The direction you're facing when you attach to a zipline dictates the direction you'll travel. But don't let the angle of the zipline fool you. All ziplines are two-way linear paths, allowing you to travel up or down ziplines at a consistent speed.

Crouching is helpful for squeezing into tight spots. It also offers greater stability when firing a weapon. The reticle constricts while you're crouching, improving accuracy. So when accuracy counts, make a habit of dropping to a knee before firing. If you initiate a crouch while running, your Pilot will slide along the ground for a few meters. Sliding is an excellent way to maintain momentum upon landing from a jump or wallrun. You can initiate a slide even before landing: as you drop, press the crouch button/key to automatically transition into a slide upon landing.

Sliding is a great way to maintain momentum following a jump or wallrun.

DEVELOPER TIPS

You move faster when running along walls than you do running on the ground. Use wallrunning to traverse through environments quickly.

Keep an eye open for wallrunning paths through maps. You'll get to places faster and more safely than when running across open ground.

Shooting while wallrunning won't cause you to lose any speed.

You can move quickly by "skipping" across the ground. This will preserve whatever speed you've built up to that point as a Pilot. To try this, jump away from a wall while wallrunning at a full sprint. Then, as your feet touch the ground, jump again. Each time your feet are about to touch the ground—as long as you are moving at a high speed—you can jump to "skip" along the ground. You can continue to do this until you mistime your jump and slow down too much or you come to a stop against some object.

If you have the Wallhang ability equipped (available in Kit 2), you can cling to walls like an insect. Hanging onto a wall high up while defending an objective can help you get the drop on unsuspecting enemies. To perform a wallhang, hold your aim control while in the middle of a wallrun.

Enemy Titans can see your Jump Kit's exhaust when you double jump while cloaked as a Pilot. Sometimes it's best to avoid double jumping when cloaked, so as not to draw enemy attention. To remove your Jump Kit's exhaust entirely, equip the Low Profile ability, available in Kit 2.

WEAPONS

Each Pilot has an impressive arsenal of weapons at their disposal. After selecting a primary weapon, Pilots can now choose a pistol or anti-Titan weapon as their secondary. When combined with ordnance, such as grenades and explosive charges, Pilots have greater flexibility when creating loadouts.

FIREARMS

Although distinct, *Titanfall 2*'s firearms all function similarly, mostly firing cartridge-based projectiles. If you're familiar with other FPS titles, the gunplay in *Titanfall 2* should feel very familiar. For best results, always take aim before firing, using the weapon's iron sights or optical attachment to acquire your target. Headshots inflict the most damage. Aimed fire is always more precise than shooting from the hip, greatly increasing your odds of hitting a target. However, there may be some instances where hip fire is preferred. Hip fire is less accurate, but allows for better tracking of moving targets in close-quarters firefights. Automatic weapons with high rates of fire and large magazine capacities are most effective when hip firing. Fire modes differ from firearm to firearm, with automatic, semiautomatic, and burst-fire weapons available. Experiment with different firearms until you find a combination that works for you.

Kill bounties near the marked Drop Zones
Titan Kill
Full-auto and high accuracy.

At close range, fire your weapon from the hip. Maintaining a wider field of view is more important than accuracy.

SECONDARY WEAPONS

Before choosing your secondary weapon, take into account the current game mode. If you're playing a game mode with rampant Titan combat, such as Last Titan Standing, consider choosing an anti-Titan weapon over a pistol. However, if you're playing Pilot vs. Pilot, choose a pistol as your secondary.

RELOADING

Eventually all firearms must be reloaded. Reloading should always be a conscious decision and not a reaction. In these chaotic battles, you can't afford to reload after each kill. This is a bad habit that will get you killed. Instead, keep an eye on your magazine status and consider reloading once its capacity dips below 50 percent. The frequency of your reloads are largely determined by your magazine capacity. But that shouldn't be the only consideration. Only reload when you've reached cover and can safely swap out magazines. Also, overcome the urge to reload during heated close-quarters firefights. Instead, switch to a pistol and finish the fight. It's always faster to draw a pistol than it is to reload your primary weapon.

Kill bounties near the marked Drop Zones
$110

If you can't find a safe spot to reload, keep moving. You can reload while you're running, jumping, or wallrunning.

CAMPAIGN WEAPONS

The weapons from the single-player campaign return in multiplayer, including the new Double Take Sniper Rifle. If you haven't already, play through the campaign to get a better feel for the different weapons.

ORDNANCE

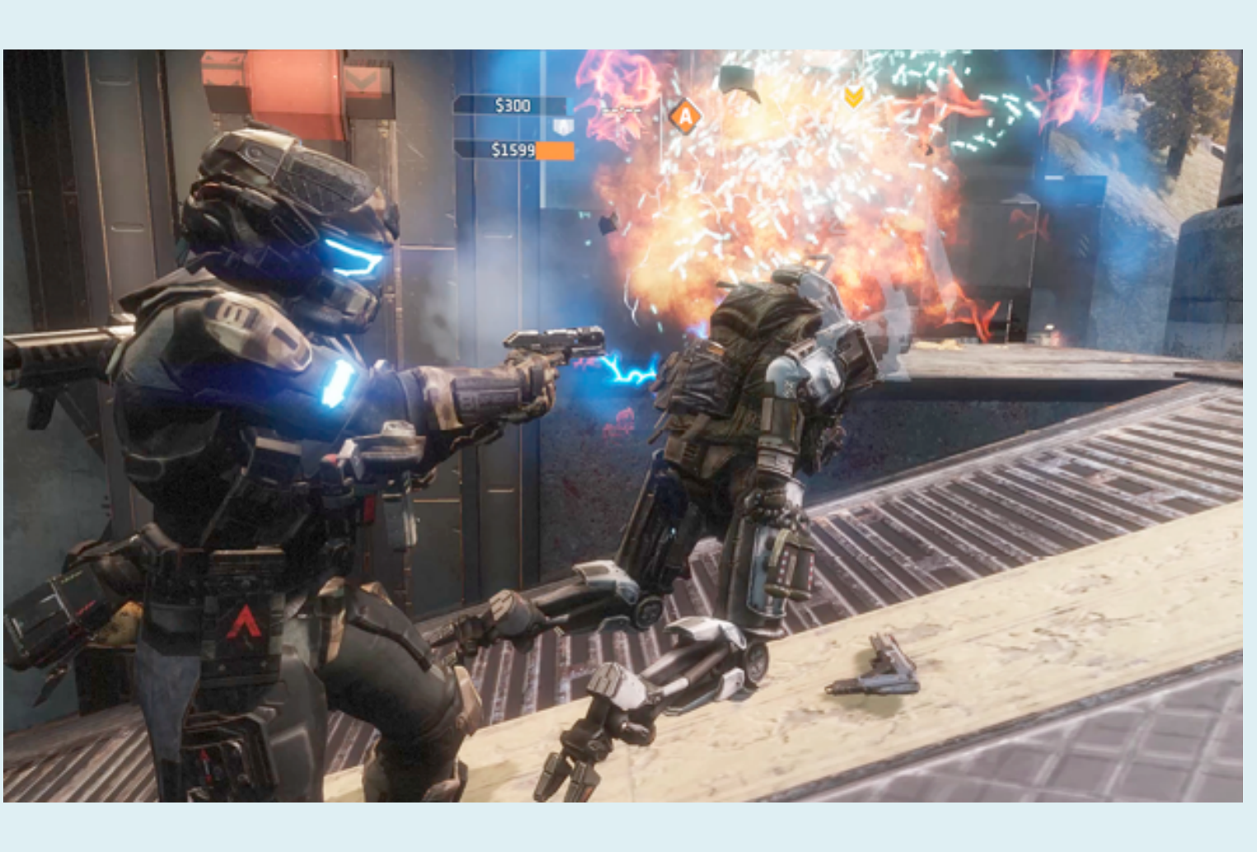
Starting out, you have access to three different grenades: the Frag Grenade, the Arc Grenade, and the Firestar Grenade. The Gravity Star, Electric Smoke Grenade, and Satchel are unlocked later. Although these grenades perform different functions, they're all deployed by being thrown. Use your weapon's reticle on the HUD to best judge where you want to throw a grenade. One press of the grenade button/key causes the grenade to be thrown. But grenades have limited range, so you may need to aim high to get them near your intended target. The farther your target, the higher you should aim your throw. Most grenades detonate upon impact. But the Frag Grenade utilizes a time-delayed fuse. As a result, you can bounce Frag Grenades around corners or roll them down inclines. Satchels rely on manual wireless detonation, allowing you to set booby traps for unsuspecting Pilots. The presence of enemy ordnance appear as orange icons on the HUD. So if you see one of these icons nearby, sprint in the opposite direction before it explodes.

14:19
Kill bounties near the marked Drop Zone
$0

A well-tossed grenade can wipe out multiple grunts, Spectres, or Stalkers.

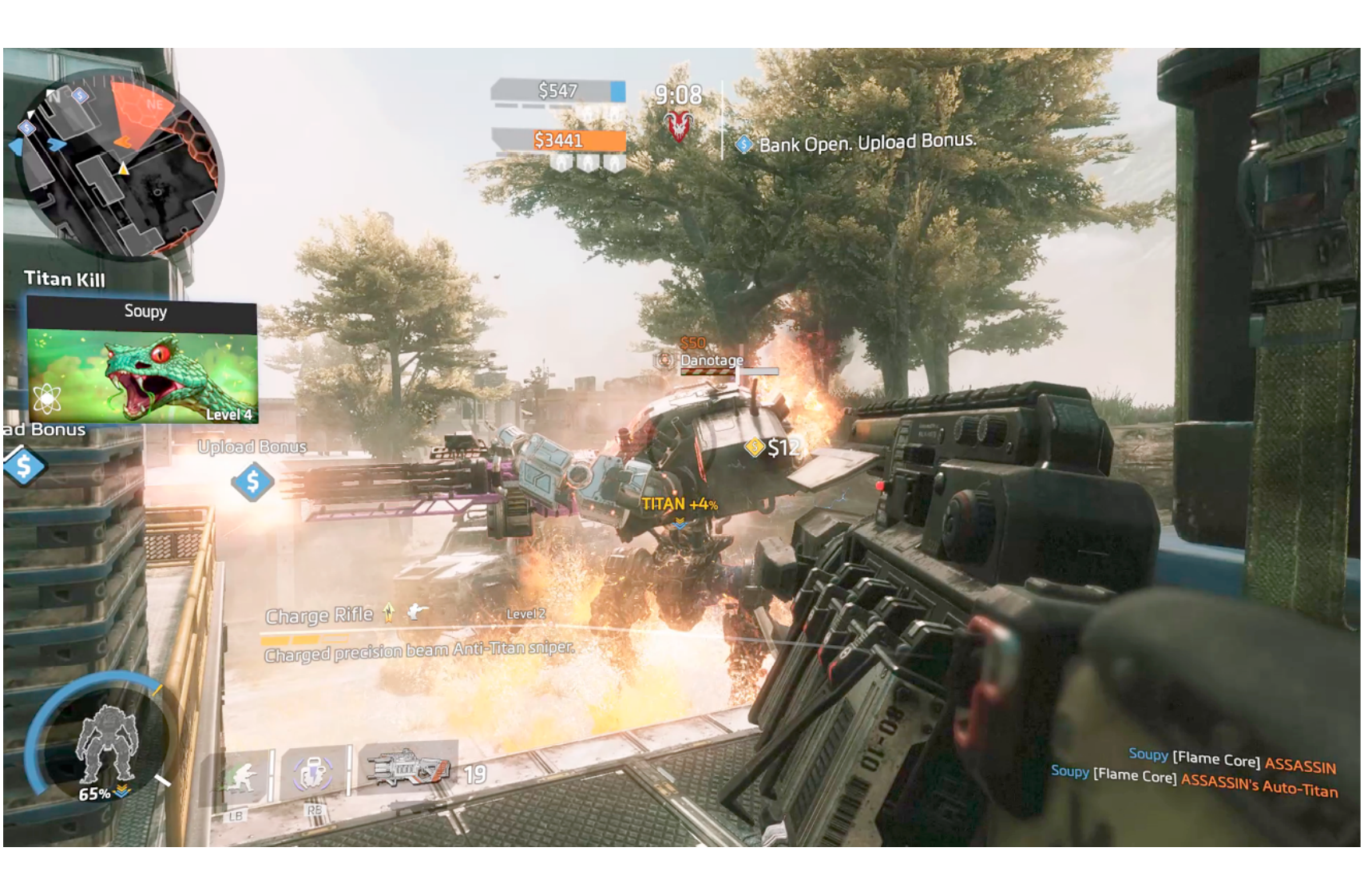
MELEE AND EXECUTIONS

Weapons aren't the only way to dispatch enemies in Titanfall 2. You can also use lethal melee strikes to quickly take down enemy Pilots, grunts, Spectres, and Stalkers. If you perform a melee strike while directly behind an enemy, you'll perform an execution. The camera switches to a third person view, allowing you to see the brutal animation. New execution animations can be earned throughout your multiplayer career. New executions can be equipped in the Pilot loadout screen.



ANTI-TITAN WEAPONS

Even when enemy Titans come raining down, Pilots have a way to directly counter this threat. There are four anti-Titan weapons to choose from, each with their own characteristics and functionality. But they're all designed to inflict heavy damage against enemy Titans. Unlike the Titan-wielded weapons, anti-Titan weapons inflict damage to a Titan's shield and armor simultaneously. If a Titan is equipped with a shield, the bulk of the anti-Titan weapon's damage is dealt to the shield, while a small percentage bleeds through and deals permanent damage to the Titan's armor. So no matter what condition a Titan is in, all hits by anti-Titan weapons inflict permanent damage. But don't expect to drop a Titan with one of these weapons. Instead, these weapons function best when deployed in a supporting role. So while a friendly Titan is engaging an enemy Titan, consider scoring a few hits with your anti-Titan weapon to tilt the odds in your teammate's favor. Attacking and damaging enemy Titans is a great way to quickly earn your Titan.


Bank Open: Upload Bonus
Titan Kill
Soupy
Charge Rifle
Soupy [Flame Core] ASSASSIN
Soupy [Flame Core] ASSASSIN's Auto-Titan

If Titans are present in the game mode, it's a good idea to equip an anti-Titan weapon as a secondary. Look for distracted or doomed Titans and go to work.

DEVELOPER TIPS

You can swap out your secondary weapon with another primary weapon if you pick it up off of a fallen enemy or friendly.

Rounds fired by the MGL Grenade Launcher will be drawn towards Spectres, Stalkers, and Reapers, as well as Titans.

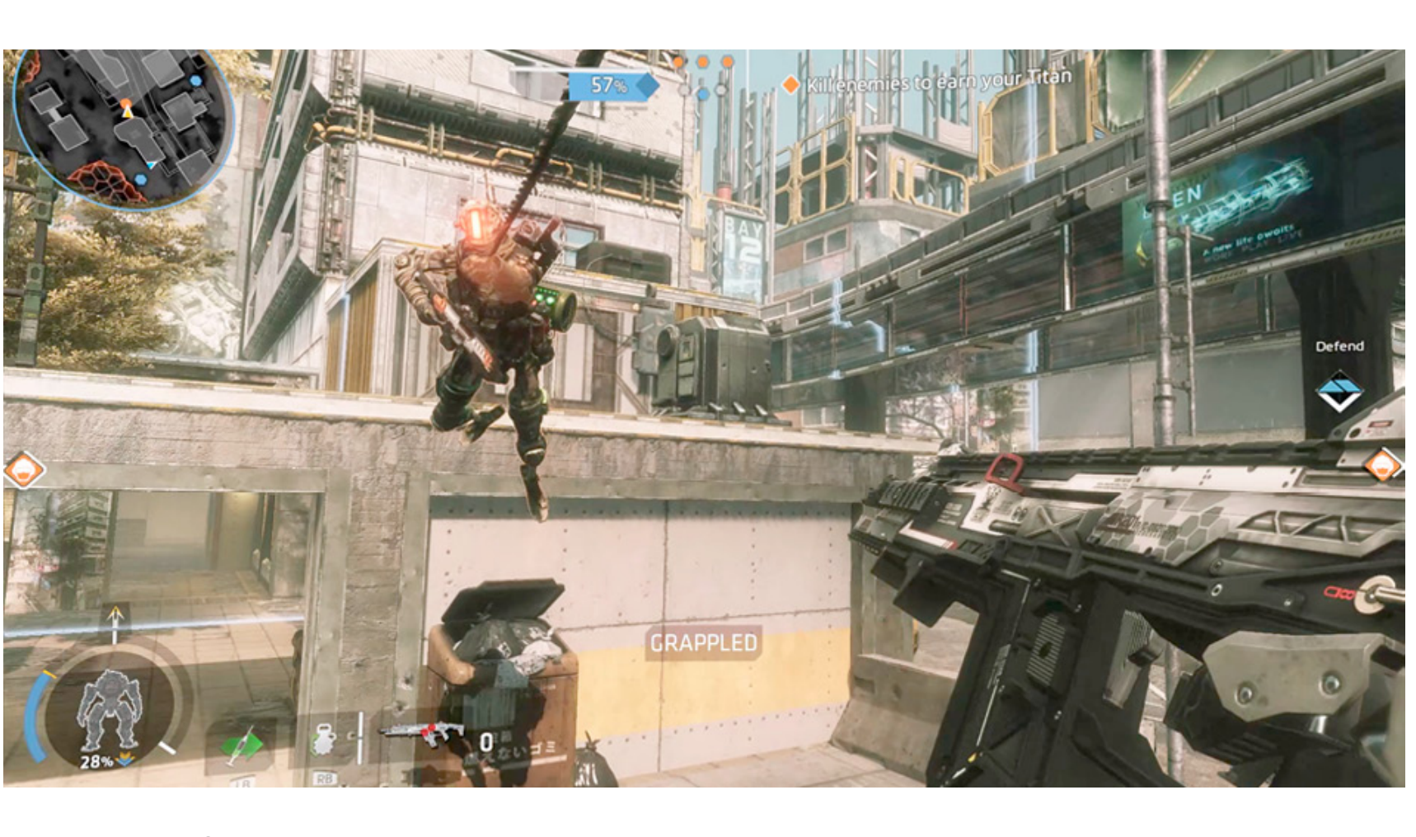
Cook your grenades for added control. You can do this by holding the grenade in your hand, instead of releasing it immediately. To cook a grenade, hold the grenade-throw control without letting go. Timing a grenade properly can be risky, but if done properly, it is a very effective way to make a grenade explode exactly where and when you want it to.

Your ordnance and ammunition are automatically replenished when you embark into your Titan.

TACTICAL ABILITIES

Each Pilot can choose from one of seven different tactical abilities. When activated, these abilities remain active for a few seconds, giving the Pilot a temporary tactical advantage. Initially, three tactical abilities are available to new Pilots:

- **Stim:** The Stim ability boosts the Pilot's speed and health regeneration for a few seconds, aiding in fight-or-flight situations. While Stim is active, a fast-moving Pilot can jump farther, allowing for greater parkour skills, perfect for retreating or chasing down enemy Pilots.
- **Phase Shift:** This ability allows Pilots to temporarily shift into an alternate space, seemingly disappearing from the battlefield, only to reappear in another location. Activate Phase Shift to confuse and flank your opponents during firefights.
- **Cloak:** The Cloak ability renders a Pilot nearly invisible, allowing them to sneak around the battlefield. Titans and minions have a hard time detecting cloaked Pilots, but other Pilots can see a slight silhouette.



Pilots with the new Grapple ability can attach to anything, including Titans and Pilots. If you've been grappled, shoot the incoming Pilot before they can initiate a lethal melee strike.

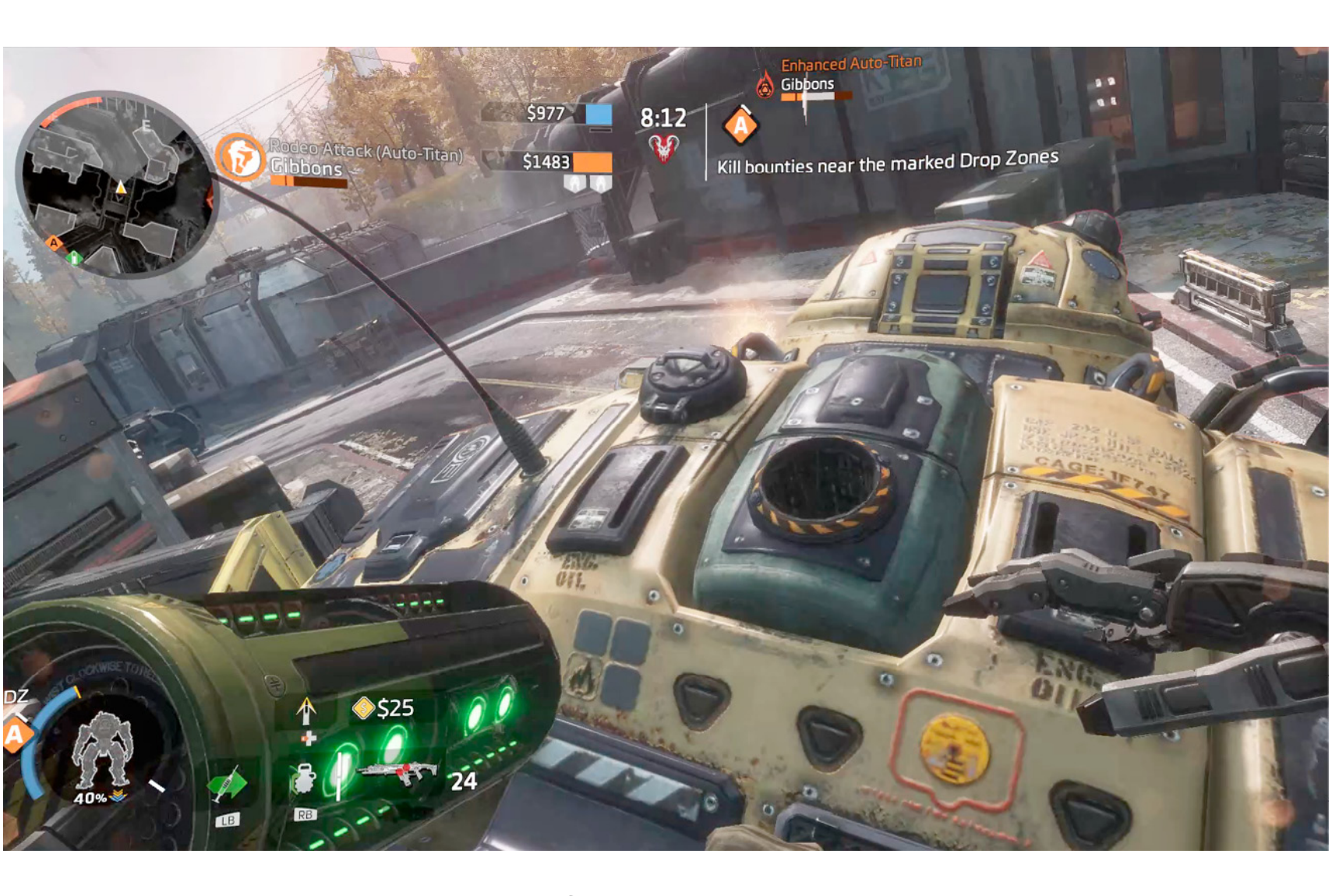
The Pulse Blade, Grapple, A-Wall, and Holo Pilot abilities are unlocked later, as you level up. For more details on each tactical ability, reference the Pilots section.

PILOT AESTHETICS

In Titanfall 2, your chosen tactical ability determines the size and general appearance of your Pilot. For instance, choosing the Stim or Phase Shift abilities gives your Pilot a light, robotic appearance. Meanwhile, selecting the Cloak or A-Wall abilities outfits your Pilot in big, bulky armor. Appearances of your Pilot are purely aesthetic and have no impact on speed or overall performance. You can further customize the appearance of your Pilot by selecting a gender and camo from the loadout screen.

RODEO

Pilots show no fear when facing down enemy Titans, sometimes resorting to risky rodeo attacks. So how do you get on top of a Titan in the first place? The easiest way is to drop from above, leaping down from a nearby rooftop or other elevated position. But even if you're on the ground, you can perform a rodeo attack. Double jump toward an enemy Titan to initiate a grapple, causing your Pilot to automatically assume a position atop the Titan.



Hop on top of an enemy Titan and steal their battery. This inflicts damage and nets you a battery you can use to aid a friendly Titan.

Rodeo has changed significantly since *Titanfall*. Now when you jump onto an enemy Titan, you automatically remove the Titan's battery, dealing permanent damage to its armor. Take the stolen battery and install it into a friendly Titan. If the Titan's battery has already been removed, grenades are automatically dropped into the empty battery chamber, dealing even more damage. Rodeo attacking a doomed Titan results in its destruction. While riding atop a Titan you're exposed to incoming fire, making this a particularly hazardous maneuver. Some Titans can also deploy Electric Smoke as a countermeasure, inflicting continuous damage to Pilots. A rodeo attack can be canceled at any time by simply having your Pilot jump free of the enemy Titan.

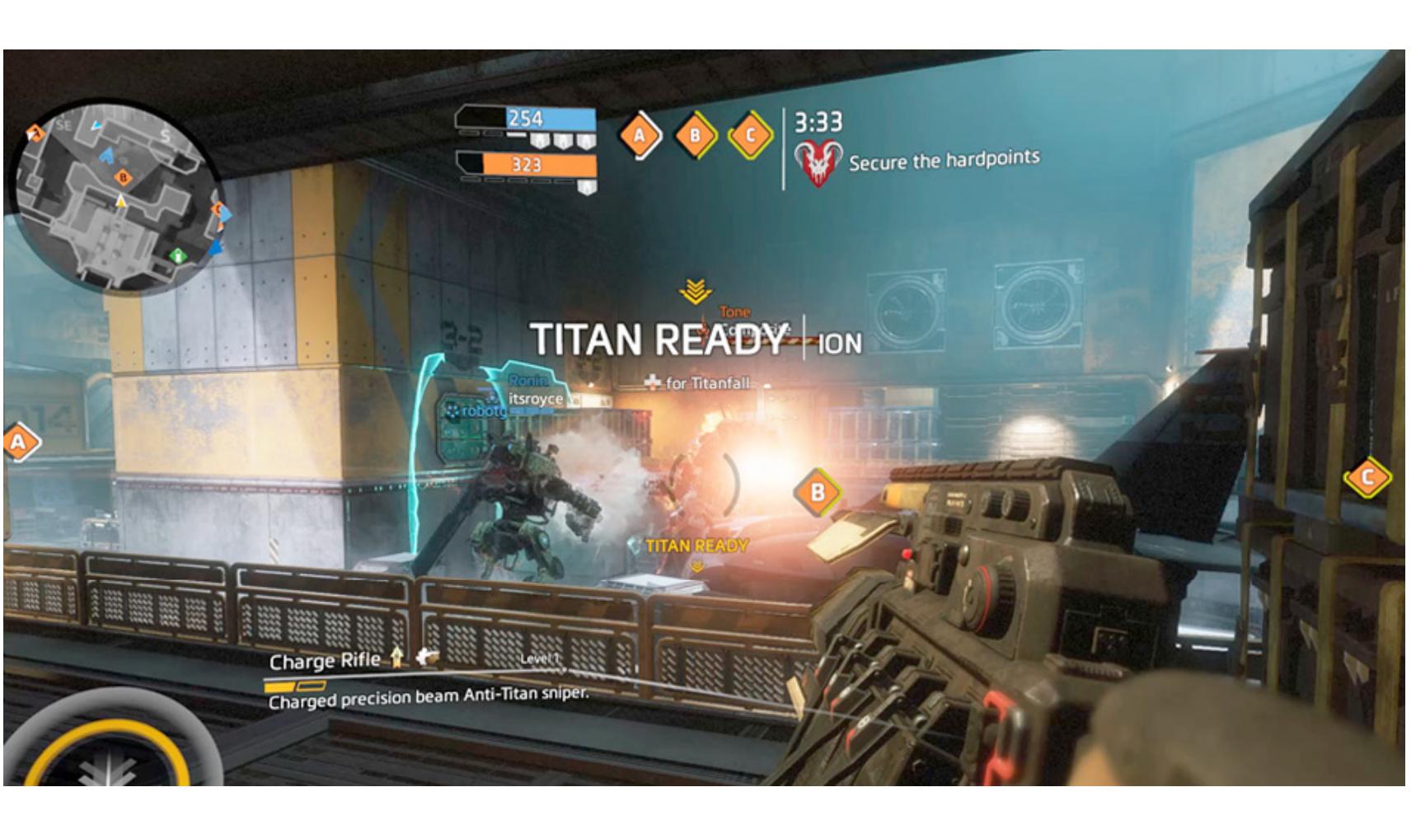
CAMPAIGN RODEO

In the single-player campaign you can exit BT and perform rodeo attacks on enemy Titans. While this is unnecessarily risky, it's good practice for the chaotic battles you'll encounter during multiplayer.

In addition to climbing atop enemy Titans, you can also rodeo friendly Titans. Riding atop a friendly Titan provides an easy way to get around. If you've managed to retrieve a battery, rodeo a friendly Titan and install the battery to give it some health and a shield. Unlike the previous installment, Titans now deploy without a shield. While these shields don't regenerate, they act like a second layer of armor, significantly increasing a Titan's durability. So constantly search for batteries and install them into your own Titan or those of your teammates.

EARNING TITANS

Pilots always deploy to the battlefield first, while their customized Titan waits on a ship, high above the planet's surface. As you fight on a planet's surface, your Titan is prepared for deployment. The progress is tracked on the Titan meter in the bottom left corner of the HUD. However, you can get your Titan sooner by helping your team. Each time you score a kill or secure an objective, you earn progress toward earning your Titan. In addition to scoring kills and playing the objective, look for opportunities to attack enemy Titans. Damaging enemy Titans (or stealing their battery) is a great way to quickly build progress toward earning your Titan. Likewise, installing batteries in friendly Titans puts you on the fast track to Titan deployment.



Attacking enemy Titans is a quick way to gain access to your own Titan.

DEVELOPER TIPS

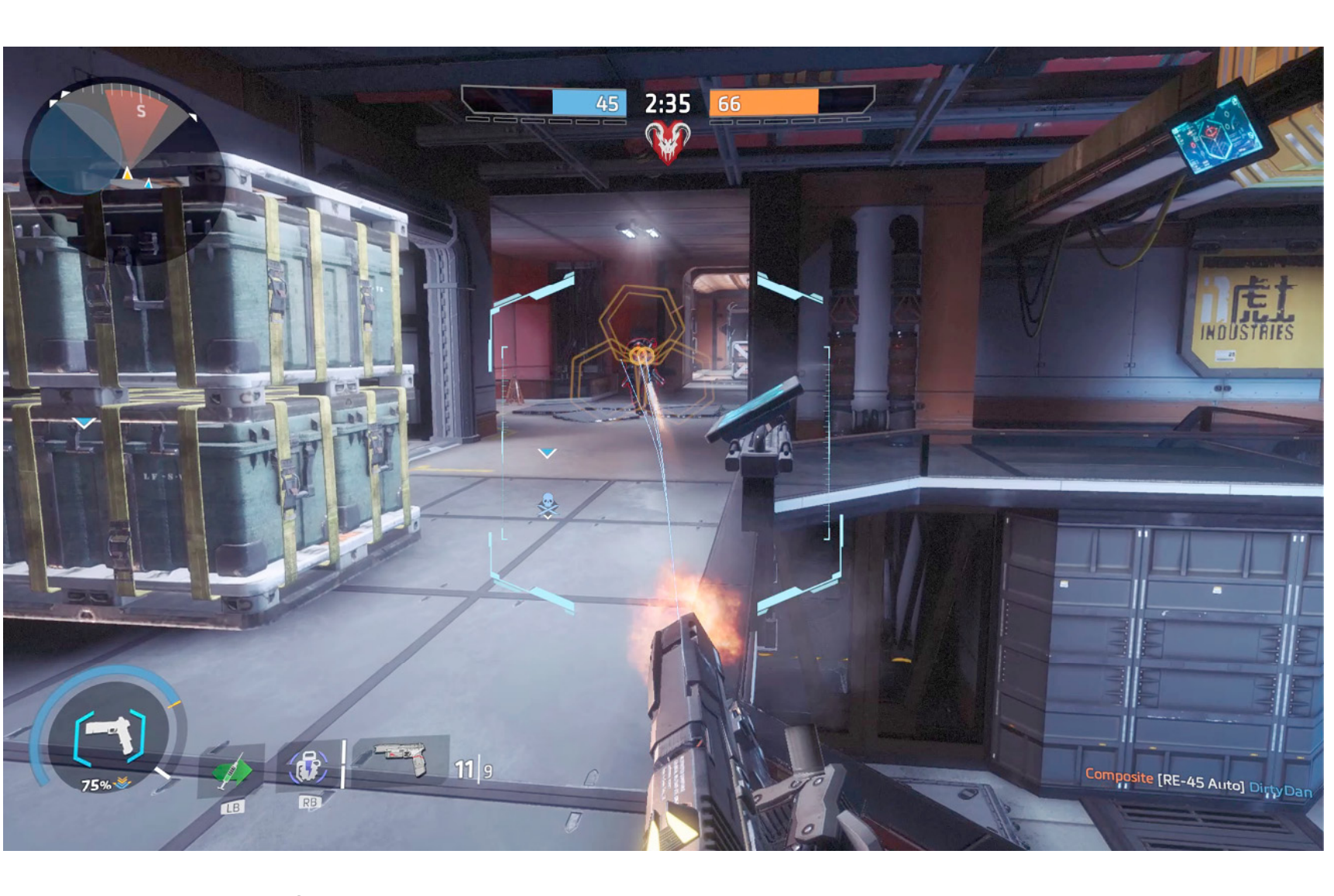
The game mode display information at the top of the HUD shows how many Titans are active on each team. Use this information to gauge when to call in your Titan. Make sure you're not too outnumbered to be effective. Try to coordinate Titan drops with your teammates to create a numerical Titan advantage against the enemy team.

You can quickly "wake" your Titan from its kneeling pose after Titanfall by putting it into Guard mode. When you do this and you hear the computer voice say, "Guard Mode," your Titan is going active as an unmanned Auto-Titan.

Distracting an enemy Titan with Pilot fire can manipulate its movement and make it easier for your Titan to fall on it after you've initiated Titanfall. By getting your Titan to you faster when you invoke Titanfall, the Warpfall Kit also improves your chances of crushing unsuspecting enemies.

BOOSTS

Boosts have replaced the Burn Cards from *Titanfall*, offering Pilots a unique tactical advantage, like Amped Weapons. This boost significantly increases the damage output of your primary and secondary weapons. There are a total of twelve different boosts, but only five are available to new Pilots; the others are unlocked throughout the course of your career.



Boosts, like the auto-targeting Smart Pistol, give your Pilot yet more offensive capabilities.

The progress toward earning your selected boost is tracked on the Titan meter in the bottom left corner of the HUD. Look for an icon somewhere along the midpoint of the meter to see when your boost is awarded. The point at which the boost is available varies, depending on which boost you have selected. For example, Amped Weapons is awarded at 50 percent, while Titan Sentry is available at 35 percent.

Take careful consideration as to when you activate your boost. For instance, if you're about to die, don't waste your boost; wait until you respawn. After you've deployed and lost your Titan, the Titan meter resets, giving you the chance to earn another boost. So there's a strong chance you can activate a boost multiple times throughout the course of a match. For more information on boosts, continue to the Pilots section.

TITANFALL

Titanfall isn't just the name of the game. It's the name of the iconic event when your Titan comes rocketing down to a planet's surface. Once the Titan meter reaches 100 percent, your Titan is ready for deployment. Titans can be deployed at any exterior spot on the map, as long as there are no overhead obstructions. Simply aim where you want your Titan to land, and it will come crashing down within a few seconds. But before initiating Titanfall, look for tactical opportunities. An incoming Titan can crush your opponents, including enemy Titans. Try dropping your Titan on unsuspecting enemies. Also, choose your deployment area carefully. It's best to deploy your Titan in a relatively safe spot of the map, allowing you to embark without incident. Or you can drop your Titan in unison with other friendly Pilots, allowing you to roam the map together. When it comes to Titan-on-Titan combat, it's best to outnumber and overwhelm your opponents.

3:57
Kill the marked Titan Bounties
Titanfall
Wolfgirl59933
TITAN READY
RONIN
for Titanfall
$141

During Titanfall, try to drop your Titan directly onto enemy units; this is a great way to score an epic Titan kill.

TITANFALL 2

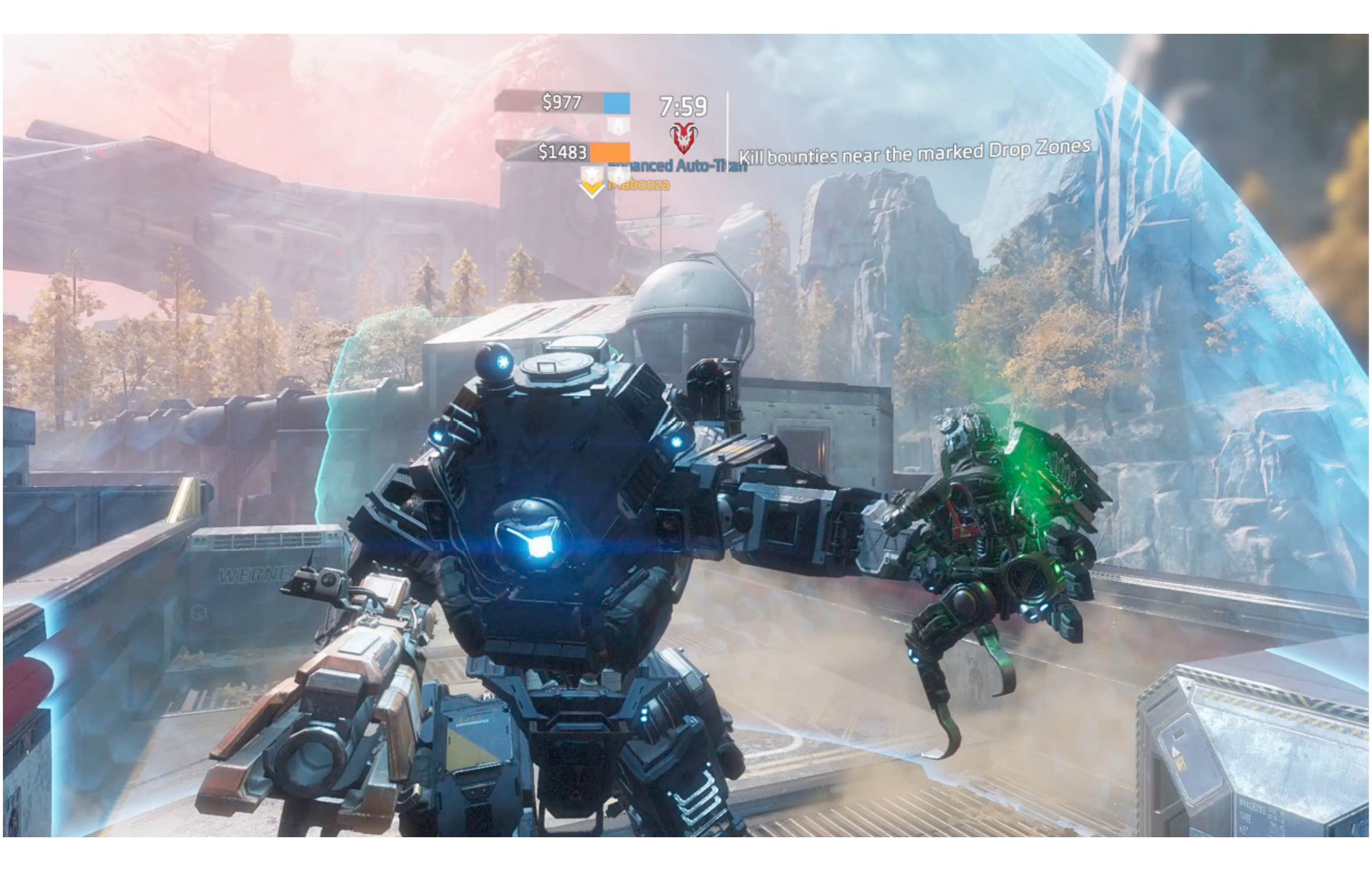
Multiplayer

Titan Fundamentals

You just initiated Titanfall—now what? Moving around as a Titan is a completely different experience from roaming the map as a Pilot. So here's some pointers on getting the most out of your Titan, complete with some insider tips from the developers at Respawn Entertainment.

THE DOME-SHIELD

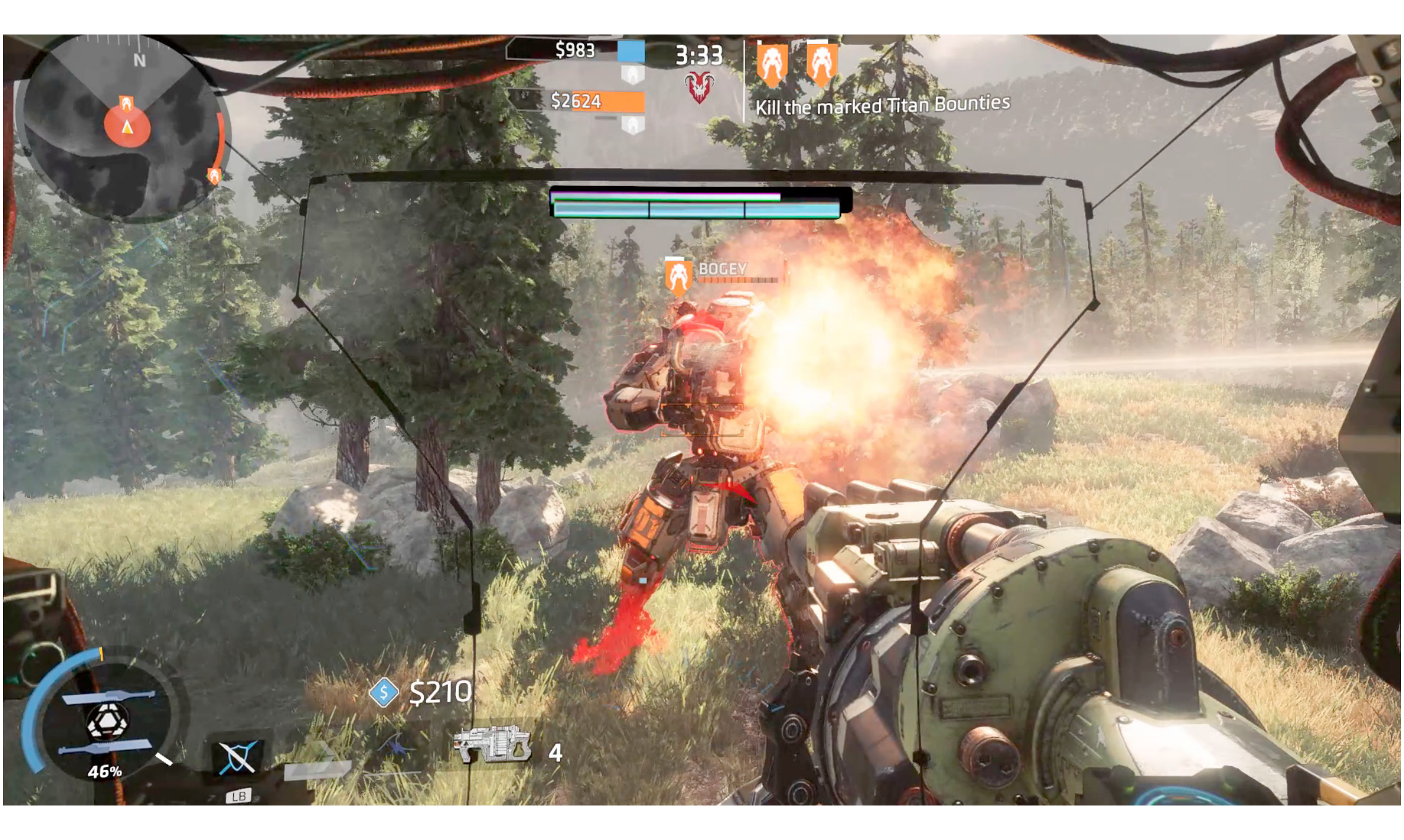
When you initiate Titanfall, your Titan comes crashing to the planet's surface, temporarily protected by an energy barrier called the Dome-Shield—this is the default kit available to new Pilots. This shield remains in place for a few seconds, protecting your Titan from enemy attack. This should give you more than enough time to reach your Titan. The Dome-Shield is invulnerable, capable of absorbing heavy damage without failing. But the Dome-Shield won't last forever, so get to your Titan soon. The Dome-Shield also disappears when you put the Titan in Guard or Follow mode. After you've entered your Titan, the shield stays in place for a few seconds, allowing you to get your bearings. Don't dash out of the protection of the Dome-Shield until you know where you're going and what you're going to do. There may be enemy Titans waiting nearby. Also, avoid stepping into the Dome-Shield of an enemy Titan—you'll take continuous damage.



Once within your Titan's protective Dome-Shield, you're safe from incoming fire, allowing you to safely embark.

MANEUVERING AS A TITAN

Jumping into a Titan for the first time is an exciting yet somewhat jarring experience. Compared to the light and nimble Pilots, the heavy, lumbering Titans move at a much slower pace. The sudden change in speed and agility requires a different tactical mind-set. But Titans are by no means sitting ducks. Their ability to sprint and dash allows them to maneuver around the battlefield with relative ease. Dashing is ideal for gaining a sudden boost in speed. But it's best to reserve your limited dashes for combat. Dashing laterally is ideal for evading incoming fire.



Dash laterally to dodge incoming fire, particularly when enemy Titans activate their core ability.

While you're piloting a Titan, it's easy to get caught up in the moment, charging headlong into battle with weapons blazing. But more experienced Pilots play more defensively, keeping their distance from enemies while formulating engagement and escape plans based on the surrounding terrain. What can you use for cover? Can enemy Pilots attack you from surrounding rooftops? If you're ambushed, how will you escape? Are friendly Titans nearby to provide support? These are the things you should be thinking when piloting a Titan.

DEVELOPER TIPS

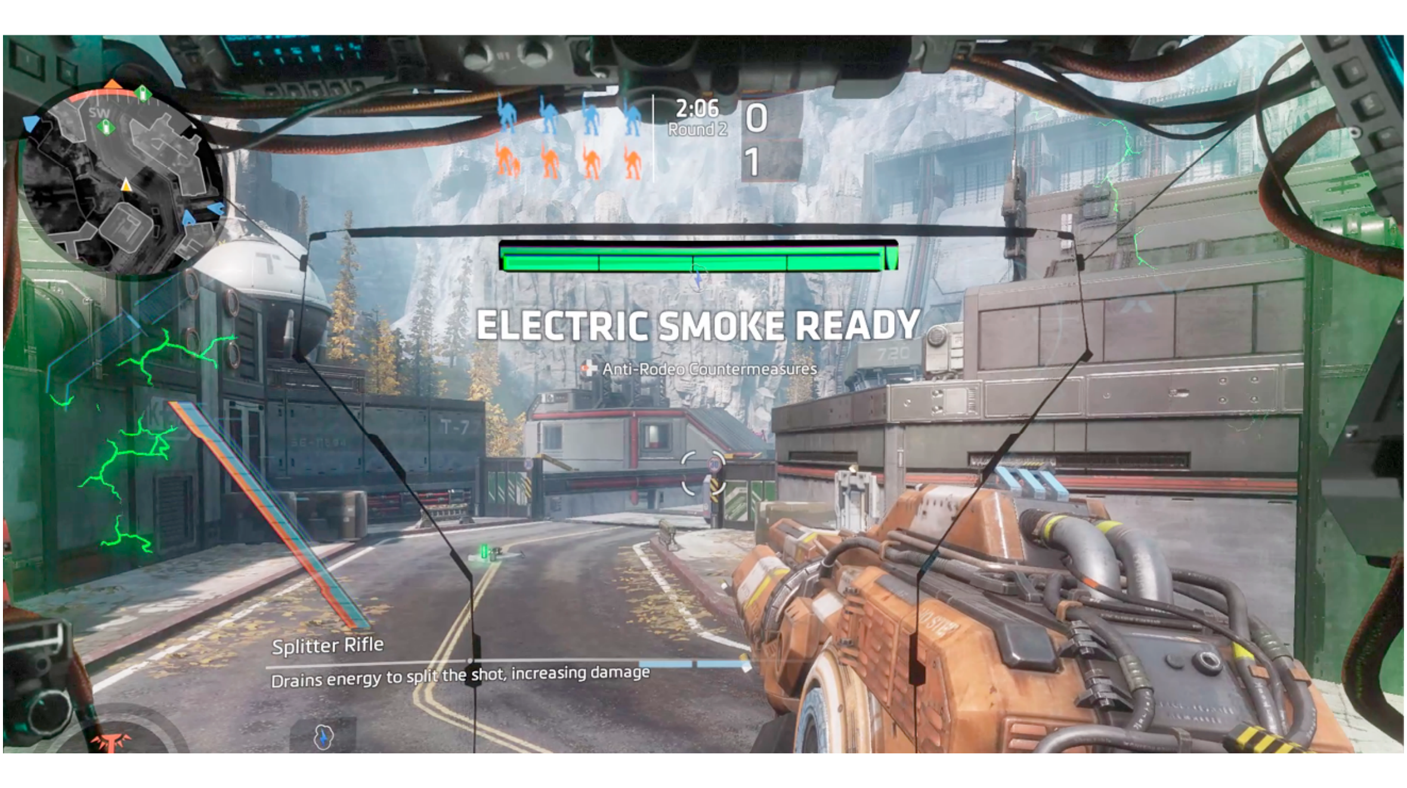
Staying within dash range of cover is important for winning Titan fights. This should affect how you navigate through levels with the different Titan variants. Remember to keep track of how many dashes you have left; using your dash wisely can make a big difference in combat. Sometimes you need it to get somewhere quickly, and other times you need to keep it in reserve to dodge incoming fire or to escape an ambush. You can see how many dashes you have at any time by looking at the rectangular pips just below the reticle.

Form an exit strategy before you commit to a fight with another Titan. If you get ambushed by additional Titans, or something else goes wrong, you'll be glad you did. Always think ahead and predict potential new threats. Titan fights tend to be longer than those between Pilots, so circumstances can evolve and even reverse themselves dramatically over the course of a Titan fight.

HEALTH AND SHIELD MANAGEMENT

Despite their heavy armor and intimidating appearance, Titans aren't invulnerable. Each Titan is covered in thick armor—think of this as the Titan's health. A Titan's armor is represented by the blue bars above the HUD's reticle. As your Titan takes damage, this health bar is depleted. However, the installation of a battery will allow your Titan to benefit from a shield, represented by a solid blue line above the health bar.

In *Titanfall 2*, Titans deploy without a shield. A battery must be installed to give your Titan this protective barrier. When active, the shield serves as a Titan's first line of defense. This is an invisible energy barrier surrounding the Titan that absorbs hits from incoming projectiles. Each subsequent hit weakens the shield, causing it to deplete. Shields do not regenerate; this is why it's so important to utilize cover and evasive maneuvers. During combat, keep an eye on the shield bar. As the shield bar nears depletion, immediately seek cover, before your Titan takes permanent damage to its health.

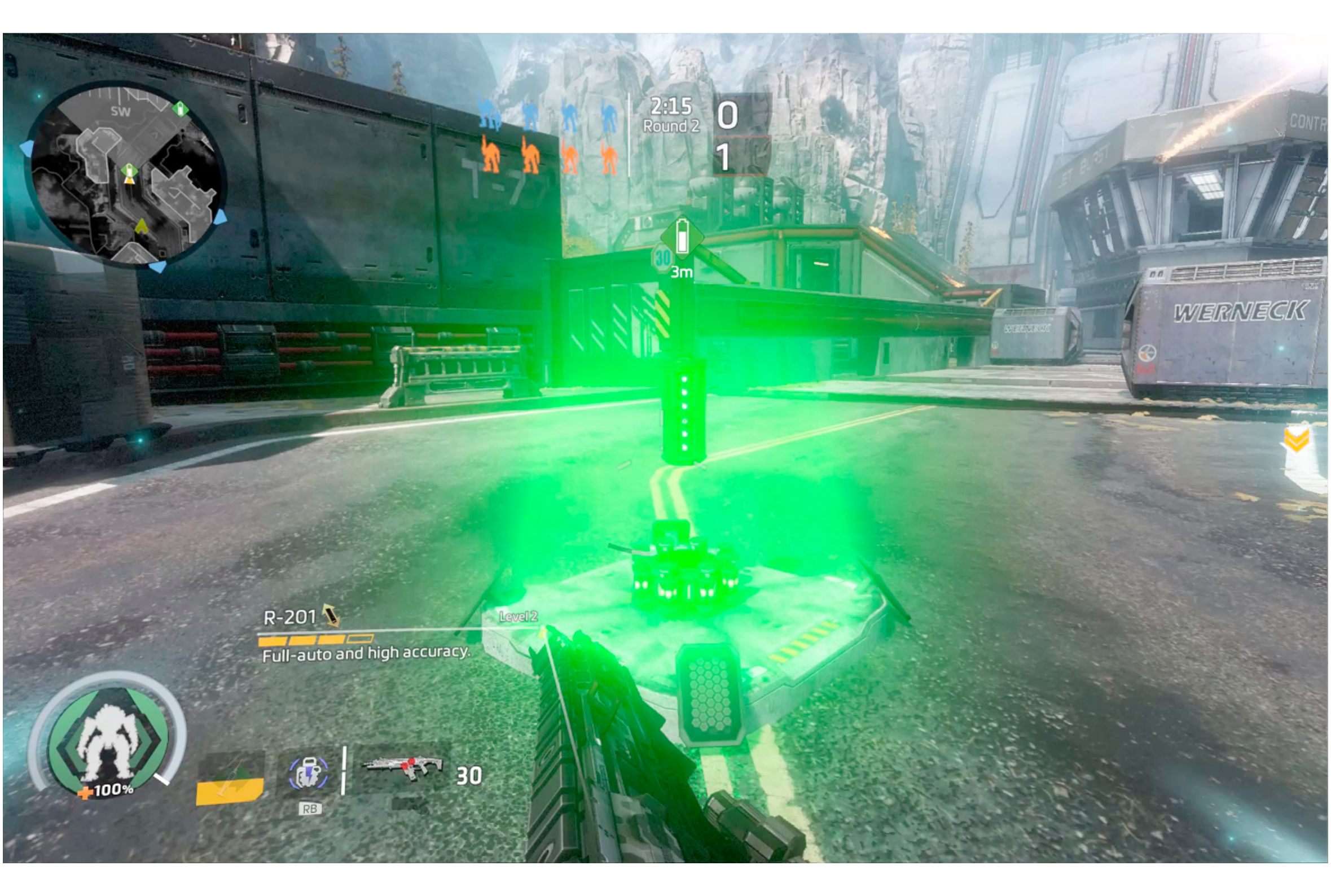

2:06
Round 2
0
1
ELECTRIC SMOKE READY
Anti-Rodeo Countermeasures
Splitter Rifle
Drains energy to split the shot, increasing damage

Install a battery in your Titan to give it a shield, significantly improving its durability.

If a Titan's shield fails, all subsequent damage is dealt to the Titan's hull. This exposes vulnerable parts of the Titan, allowing enemies to score high-damage critical hits. These weak spots appear as red glowing sections on a Titan's hull. As damage piles up, the Titan's health bar begins to deplete. A Titan's hull cannot be repaired once damage has occurred. Thus, all hull damage is permanent, as indicated by a diminished health bar. Externally, heavily damaged Titans spew flames and sparks, making them tempting targets for enemy units. But a Titan with low health isn't necessarily out of the fight. By carefully managing a shield, skilled Pilots can keep a heavily damaged Titan on the battlefield indefinitely. The key to survival is escaping danger before the shield is fully depleted and having reliable teammates willing to install new batteries.

TITAN BATTERIES

When it comes to extending the lifespan of a Titan, the value of batteries cannot be overstated. Protecting your Titan (and those of your teammates) with a shield should always be a top priority. In some game modes batteries are found in predetermined locations. But batteries are also dropped by destroyed units—including Reapers and Titans—so look for the green diamond icons on the minimap and HUD to locate batteries. Batteries can also be stolen from enemy Titans. Perform a rodeo attack to yank out the battery. Unlike in the single-player campaign, you can't install a battery by simply walking over it with your Titan. Batteries can only be retrieved and installed by Pilots. But before disembarking from your Titan and grabbing a battery, make sure you're in a relatively safe location. Jumping out of your Titan in the middle of a fight is never wise.



Look for batteries, like this one, scattered about the battlefield. Batteries must be manually retrieved by Pilots.

DEVELOPER TIPS

When a shield takes damage, you will see small hexagons flash momentarily in the air around the Titan as the shield absorbs the hits.

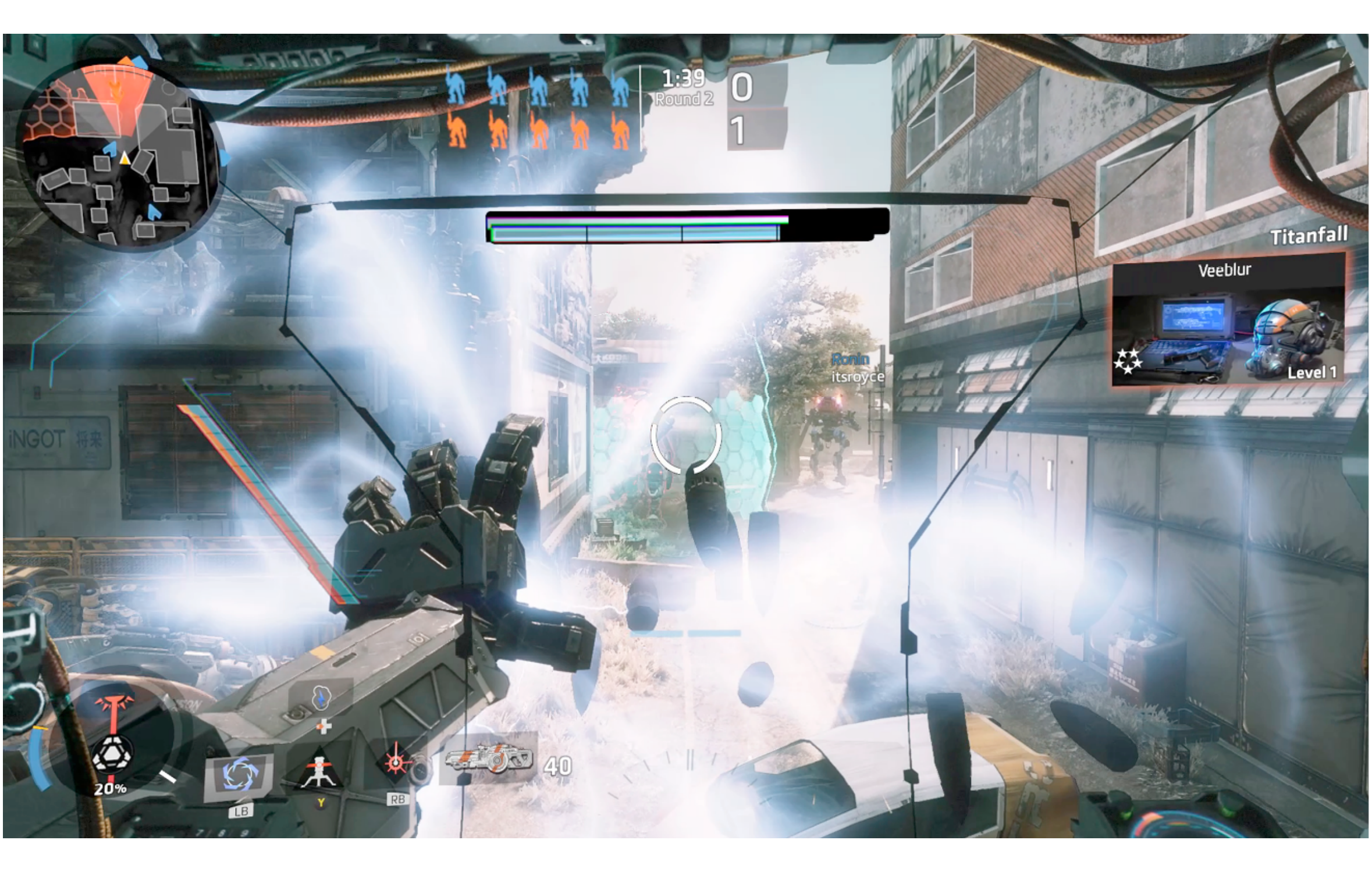
When a Titan's shield is depleted, its hull and critical hit locations are exposed. Critical hits do extra damage, so try to aim for these locations when they appear. Look for the spots highlighted in red on the front and back of the Titan. Keep in mind that not all weapons are capable of inflicting critical hits.

If your Titan's shield is depleted, try to move and dash away from your enemies until you can seek cover and install a new battery. If possible, deter any pursuing enemies by firing missiles or mines as you back away.

As a Pilot, use Arc Grenades against Titans before using your anti-Titan weapon. A couple of Arc Grenades can bring down a Titan's shield very quickly, allowing your anti-Titan weapon to hit the hull directly. Even when a Titan's shield is active, anti-Titan weapons deal a small percentage of damage to the hull.

TITAN ABILITIES

Like Pilots, all Titans benefit from a variety of abilities, each providing a unique advantage. The abilities available depend on which Titan you select. For example, the Ion Titan's Vortex Shield can catch incoming bullets, missiles, and rockets and redirect them at a target. This is a great way to use an enemy Titan's weapons against them. The Tone Titan's Particle Wall ability deploys a stationary energy barrier, capable of blocking incoming projectiles. However, unlike traditional cover, the Titan who deployed the Particle Wall can shoot through it, as long as they stay behind the wall. Or use the Ronin Titan's Phase Shift to rapidly close distance on enemies, putting them within range of the Ronin's broadsword and Leadwall Shotgun.

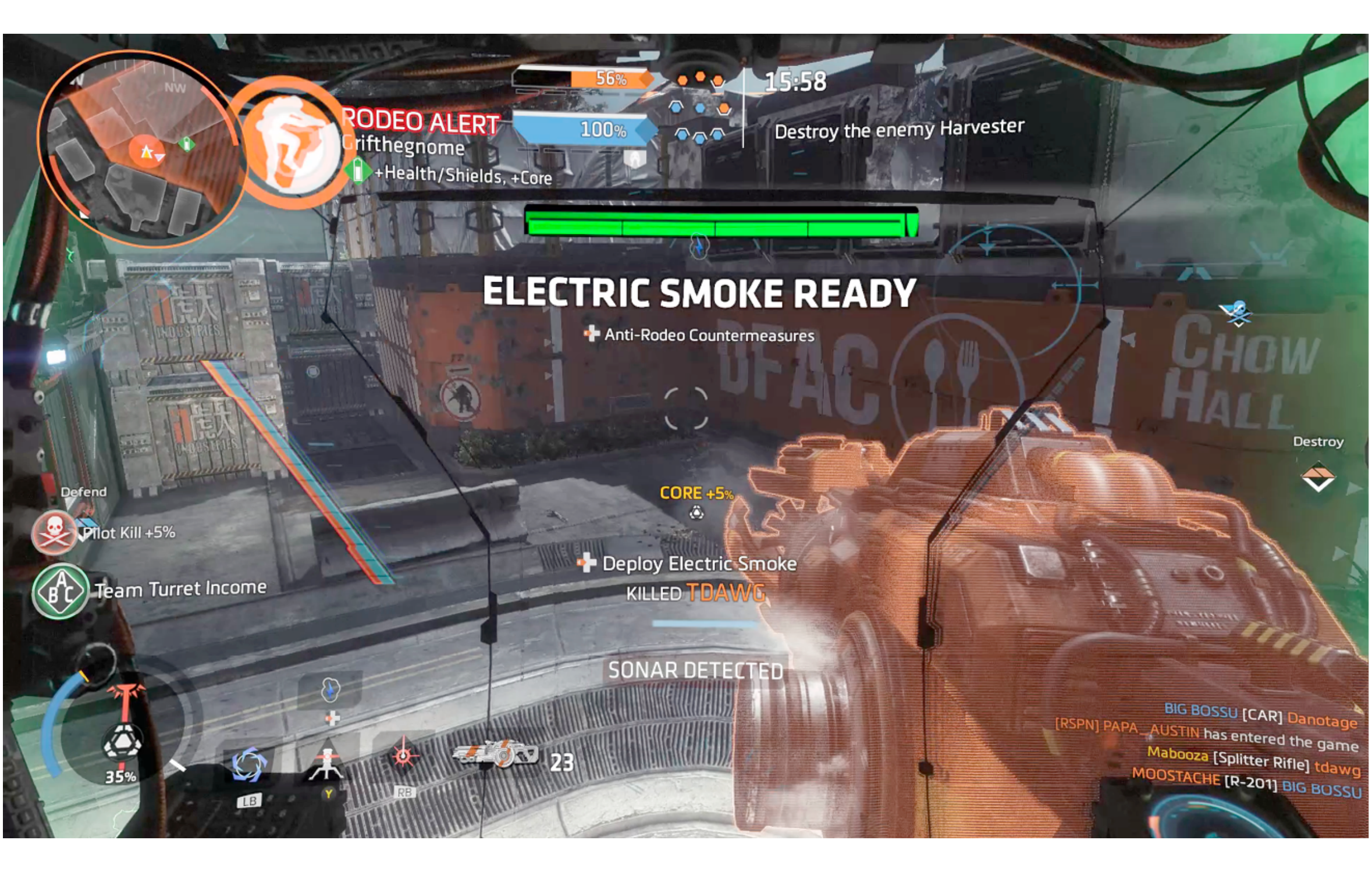


The Vortex Shield has returned, now featured on the Ion Titan. Use it to block and redirect incoming munitions.

Take some time to get familiar with your Titan's abilities. The Titans found in multiplayer are similar to BT's loadouts in single-player. So consider playing (or replaying) through the campaign, if you prefer to practice in an offline setting. The massive Titan battle in the Trial by Fire mission is ideal for practicing with different loadouts and abilities. For more information on these abilities, continue to the Titans section.

ELECTRIC SMOKE

All Titans are now equipped with the Electric Smoke countermeasure, perfect for deterring rodeo attacks on your Titan. But Electric Smoke functions a bit differently than it did in *Titanfall*. Electric Smoke isn't available when you first enter your Titan—you have to earn it. Just like Pilot boosts, Electric Smoke can be earned by scoring kills and helping your team secure and defend objectives. You earn Electric Smoke when your Titan's core meter—located in the bottom left corner of the HUD—reaches the 20 percent mark. You'll be notified once Electric Smoke is available, but only deploy it in specific situations. In addition to obscuring your Titan in smoke, the electrical properties inflict damage on enemies within the smoke screen, including enemy Pilots and Titans. Electric Smoke is most useful for deterring rodeo attacks, but can also be used to mask your Titan's movements during a retreat. Unless you're using the Counter Ready Kit, you only get one Electric Smoke use per Titan deployment. So think twice before deploying it.



If an enemy Pilot rodeos your Titan, immediately deploy Electric Smoke before your Titan's battery is stolen.

DEVELOPER TIPS

Projectiles released by the Vortex Shield ability can be caught midair by another Vortex Shield.

The Vortex Shield takes a second to cool down once deployed, so if you find yourself stuck in a game of "catch" with an enemy Titan, try returning fire with your own Vortex Shield immediately after you catch your opponent's incoming attack.

If you have lots of ammo caught in your Vortex Shield but you suspect an opponent has more Vortex Shield time remaining than you, discard the contents of your Vortex Shield into the sky or to one side. This way, you avoid feeding more ammo into the enemy's Vortex Shield with no way for you to block the imminent blast of Vortex Shield fire.

The Tone's Particle Wall ability will buy you extra time to aim more carefully or charge a weapon more fully, protecting you completely from incoming fire.

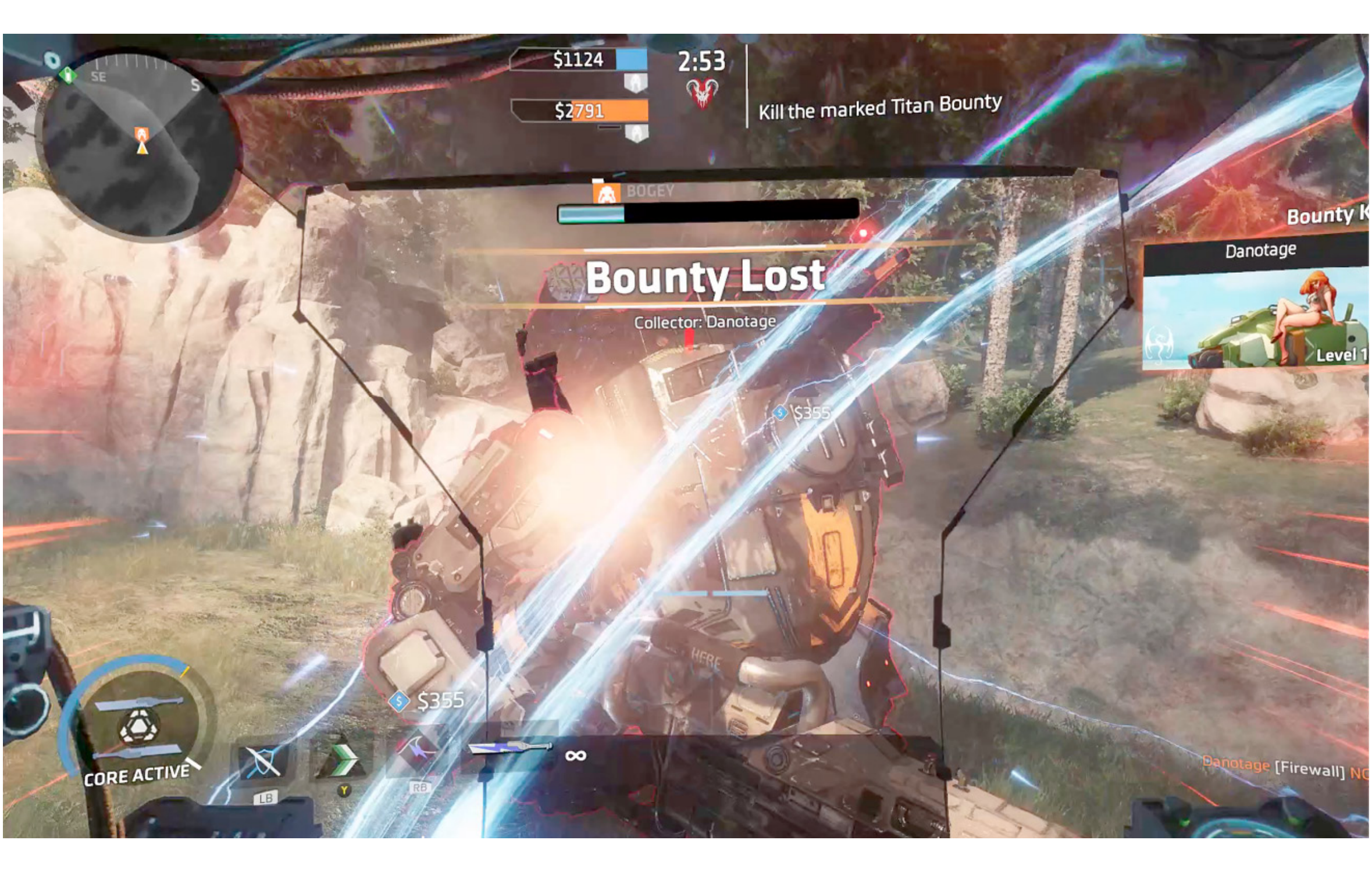
The Particle Wall only allows weapon fire to pass through in one direction, no matter what team you're on, so try chasing an enemy around to the opposite side and use his own barrier against him.

Electric Smoke is very effective against enemy Pilots that jump onto your Titan's back. It will kill them over time or force them to jump off of you. Once they are off, dash far away so that they don't easily jump back onto you.

Standing in a cloud of Electric Smoke will negate all weapon lock-ons, including your own.

CORE ABILITIES

Aside from weapons, the six Titans have another major difference: their core ability. When activated, these unique core abilities give Titans a significant offensive advantage. But that advantage differs based on the selected Titan. For instance, the Ion Titan benefits from Laser Core, triggering a devastating blast from a chest-mounted laser. The Ronin's Sword Core enhances the Titan's broadsword, allowing it to dish out incredible amounts of damage during melee attacks.

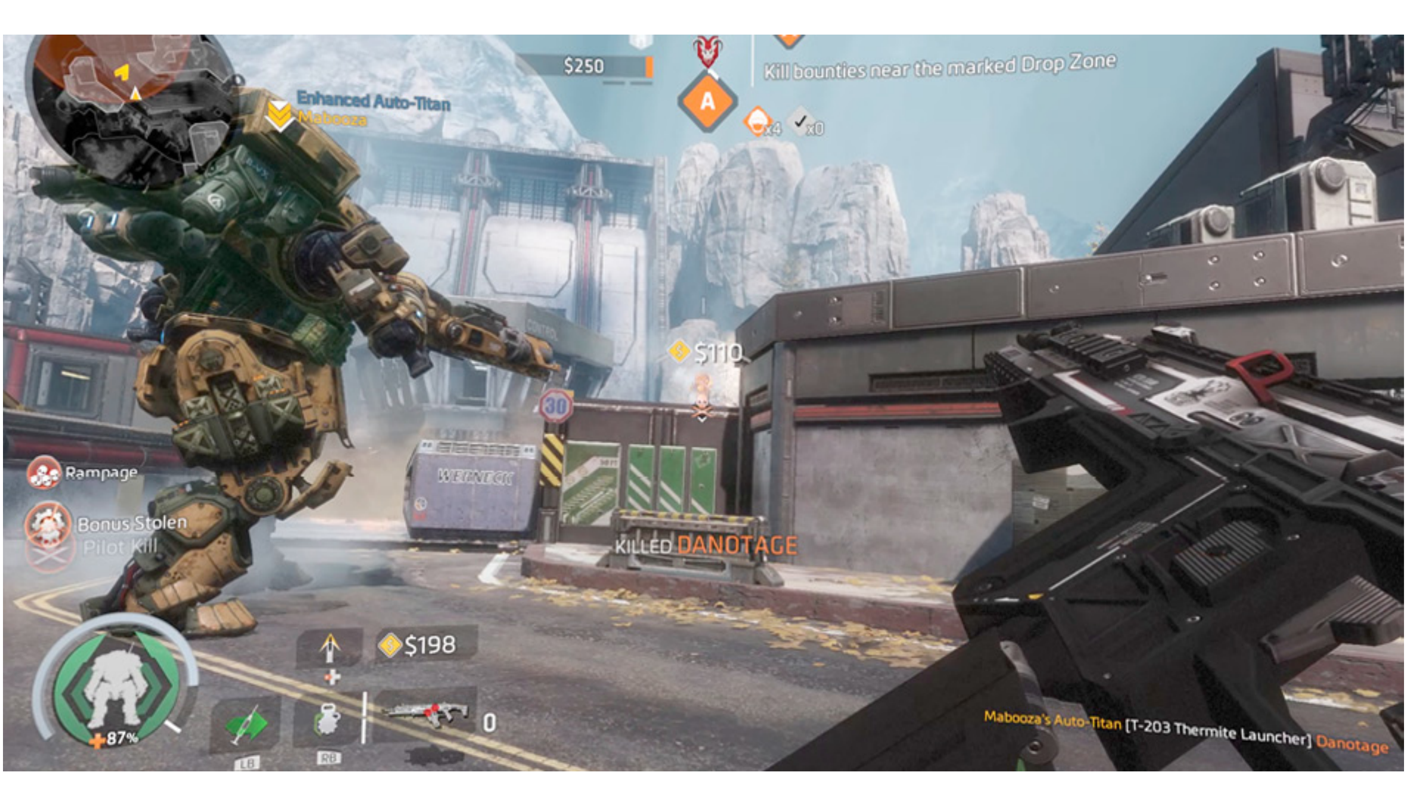


The Ronin Titan's Sword Core ability is ideal for dishing out massive melee damage.

Core abilities aren't readily available upon receiving your Titan. As with your Titan, you must earn them by scoring kills and helping your team. Your core's progress is tracked on the Titan's core meter, located in the bottom left corner of the HUD. Once this meter reaches 100 percent, your Titan's core ability is ready for deployment. Once your core ability is available, wait to deploy it until you can put it to good use. In many instances a core ability can be used to damage (or destroy) multiple Titans. So if you're outnumbered, consider activating your core ability as a last-ditch effort to survive.

AUTO-TITAN

Following Titanfall deployment, instead of embarking, Pilots have the option of initiating one of two Auto-Titan modes: Follow mode and Guard mode. While in Follow mode, your Titan will follow you around the map, automatically engaging enemy units it encounters. Obviously, a Titan cannot access all the places a nimble Pilot can, such as rooftops or building interiors. But the Titan will do its best to stay close to the Pilot's position. In Guard mode, the Titan stays put and attacks enemy contacts within its line of sight, ideal for defending fixed positions.


$250
Kill bounties near the marked Drop Zone
Enhanced Auto-Titan
Mabooza
$110
Rampage
Bonus Stolen
Pilot Kill
KILLED DANOTAGE
$198
87%
0
Mabooza's Auto-Titan [T-203 Thermite Launcher] Danotage

While in Follow or Guard mode, your Auto-Titan is capable of defending itself against all threats.

Application of the Auto-Titan modes differs from Pilot to Pilot. Some Pilots prefer to stay on foot, allowing their Auto-Titan to serve as a distraction. In this sense, the Auto-Titan is a true force multiplier, adding its weapons to the mix while the Pilot continues to fight on foot. This is an effective way to divide and conquer during Titan battles. Have your Auto-Titan engage a threat while you fire your Anti-Titan weapon from a safe distance. Or better yet, rodeo attack an enemy Titan while your Auto-Titan engages it.

DEVELOPER TIPS

Auto-Titans can be useful, but they are not nearly as effective as a Titan being controlled by a skilled Pilot.

If you do not take any action to "wake" your Titan after Titanfall, after some time, it will automatically wake up and go into Follow mode by default, unless you set its mode earlier in the match. In that case it will use the last mode you set.

Auto-Titans can defend places if you put them into Guard mode. Equip the Assault Chip Kit for maximum effectiveness.

Experiment with your Auto-Titan to simultaneously attack enemies by yourself from multiple directions at once.

DOOMED TITANS

Even the most durable Titans eventually fall when subjected to heavy damage. Once the Titan's health bar is fully depleted, the Titan enters what is called a doomed state, indicated by a striped yellow-and-black bar that appears at the top of the HUD. During this doomed state the Titan is still functional, capable of moving and firing weapons. However, a doomed Titan is extremely vulnerable, particularly to melee attacks. Instead of fighting, it's best to eject. Otherwise your Pilot will die when the Titan explodes or get killed by an enemy Titan's melee attack. Ejecting launches a Pilot high into the sky, allowing them to escape and continue the fight on foot.

Perform a melee strike on a doomed Titan to trigger a brutal Titan execution.

DEVELOPER TIPS

When a Titan's health bar (not bodyshield) is depleted, it becomes doomed, and its health bar changes from a solid color to a striped pattern.

You can guarantee a kill on the Pilot of a doomed Titan if you can close the distance and melee attack it before the Pilot has a chance to activate the ejection sequence. Each Titan performs a unique Titan execution.

Equipping the Stealth Auto-Eject Kit will prevent you from being executed by enemy Titans. The kit will also cloak you automatically when you eject. However, with this kit, you will lose the ability to continue to fight in your Titan once it's doomed.

TITANFALL 2

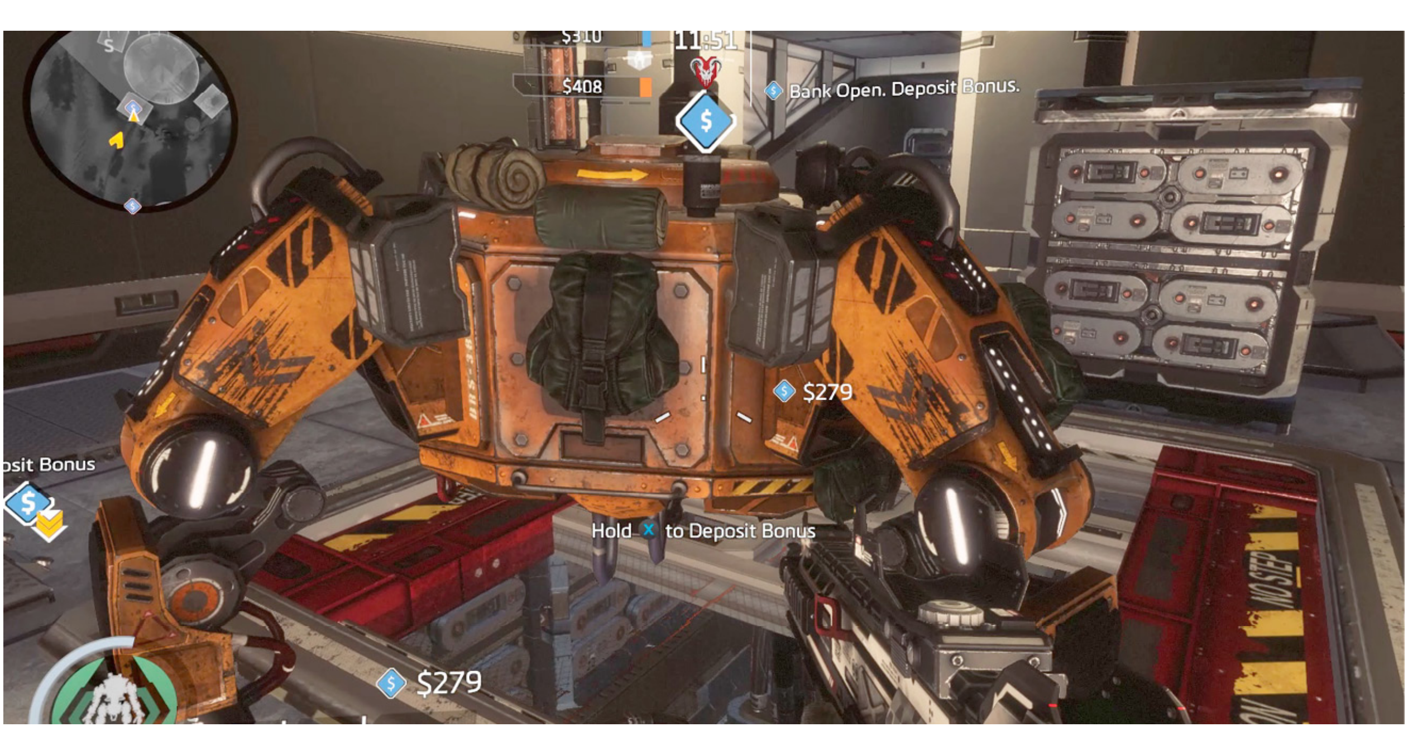
Multiplayer

Game Modes

There are seven different game modes available in *Titanfall 2*, all with unique objectives and victory conditions. Here's a quick rundown of all the game modes, including some tips to help your team gain the upper hand.

BOUNTY HUNT

Bounty Hunt is the successor of Attrition from *Titanfall*. In this game mode, two factions fight over bounties placed on AI-controlled units from the Remnant Fleet. The AI units attack in waves, arriving at predetermined locations on each map. Each AI-controlled grunt, Spectre, Stalker, Reaper, and Titan is worth differing amounts. When one of these units is killed, the bounty is applied to the faction's score, appearing at the top of the HUD. The first faction to reach $6,000 wins the match.



Be careful when depositing your bonus cash in a bank; there may be enemy Pilots lurking nearby, eager to steal your money.

BOUNTY VALUES

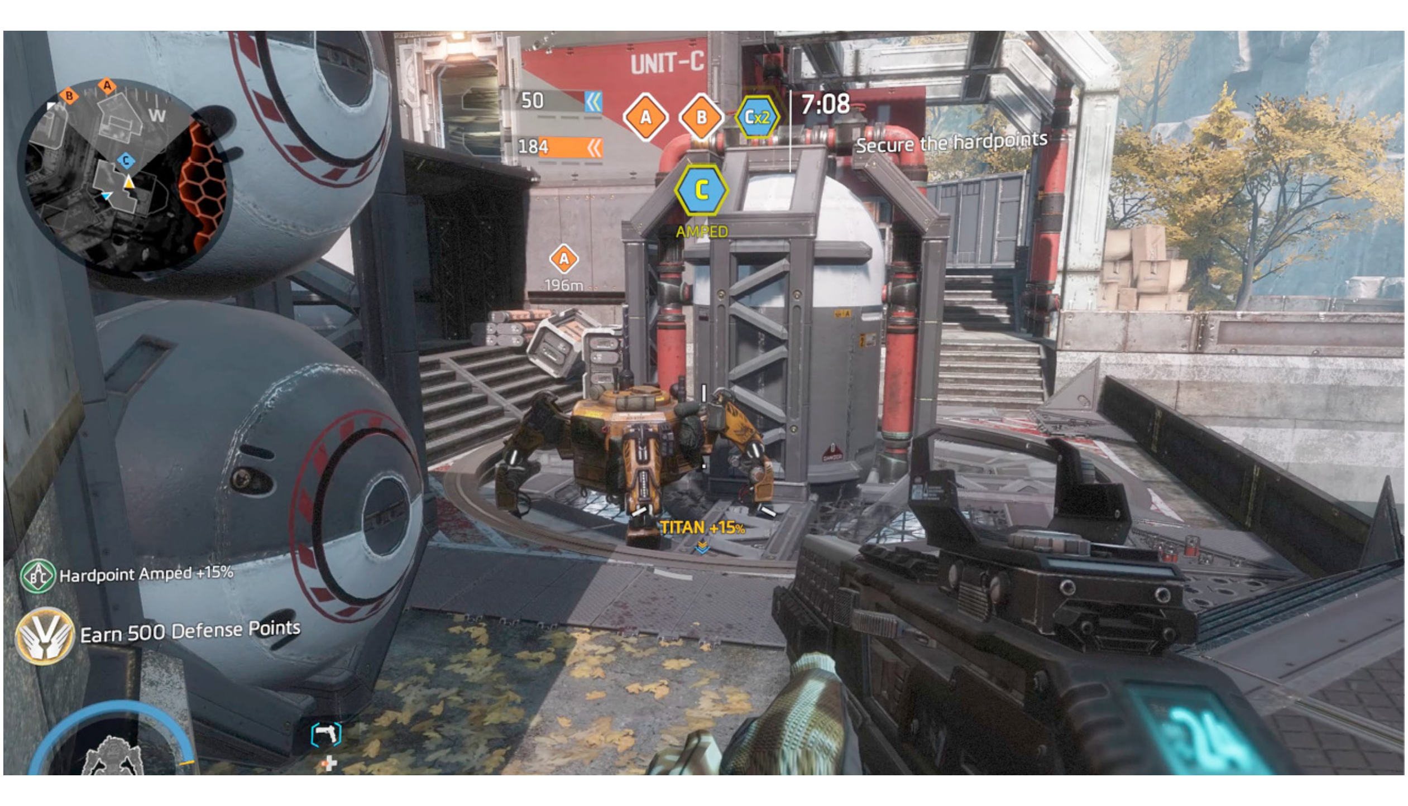
UNIT	TEAM BOUNTY	PILOT BONUS
Grunt	$10	$10
Spectre	$20	$20
Stalker	$25	$25
Reaper	$50	$50
Titan	$600	$100*

** = bonus cash is earned for simply damaging bounty Titans. A $100 bonus is earned by the player who scores the kill shot.*

In addition to earning a bounty, the Pilot who performed the kill gets a bonus. Bonus cash is carried on the Pilot, accruing with each additional kill. After you eliminate each wave, two banks open on the map, allowing Pilots to deposit their bonuses. These deposits are applied to the team's score. If a Pilot dies before depositing their bonus, half the bonus is lost. But if a Pilot is killed by an opponent from the opposing faction, the opponent takes half the dead Pilot's bonus. Therefore it's often more lucrative to attack enemy Pilots, particularly near the end of a wave when they're likely loaded with cash.

AMPED HARDPOINT

This game mode is a variant of Hardpoint Domination from *Titanfall*. Amped Hardpoint is all about capturing and holding three system nodes, known as hardpoints. Capture and hold the three hardpoints on the map for your team to earn points. The more hardpoints you hold, the faster you accrue points. Capture neutral hardpoints by standing near them for a short period of time. Having teammates nearby decreases the time it takes to capture.



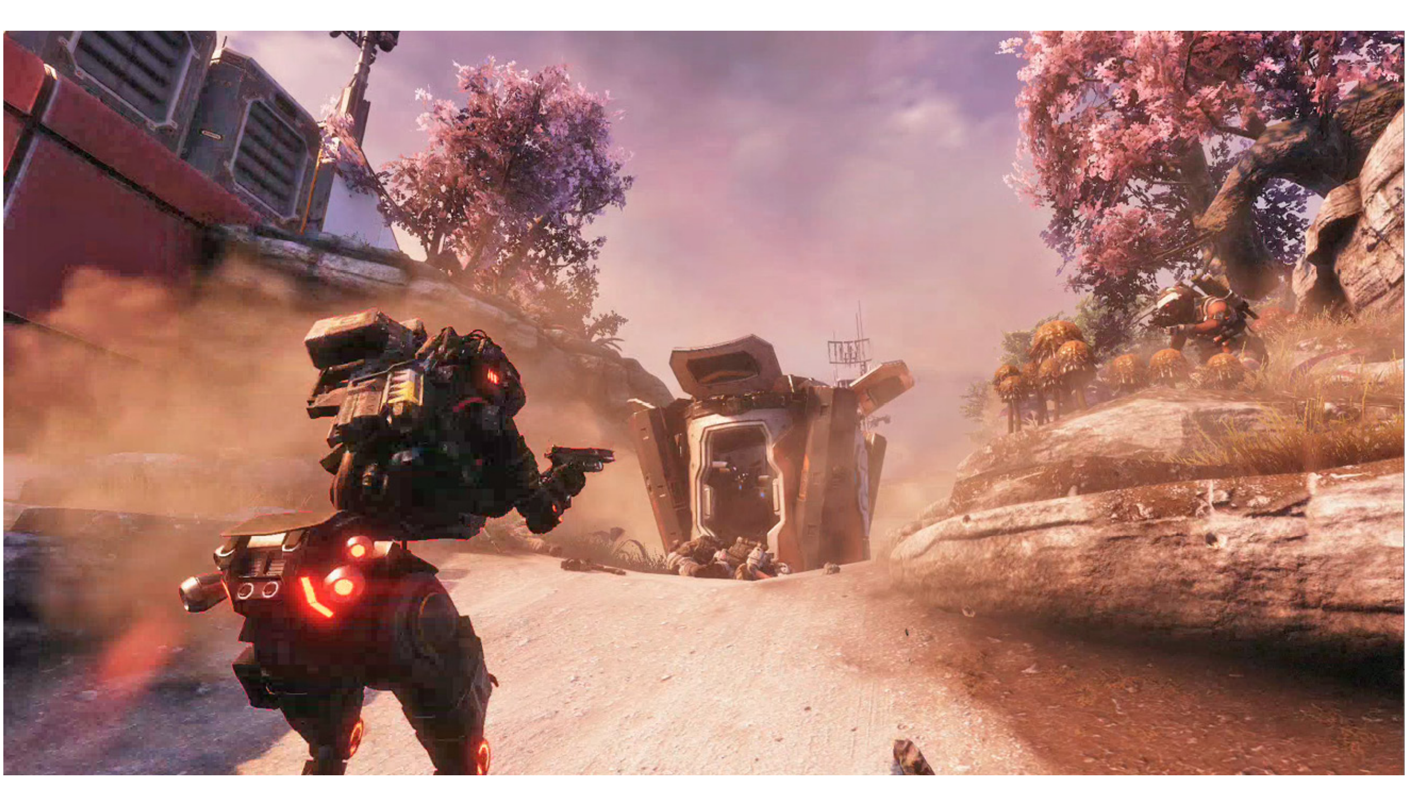
Stay near a hardpoint to keep it amped. Amped hardpoints earn more points for your team.

Once a hardpoint is captured, it can be amped by you staying near it, increasing its amped status from zero to 100 percent. An amped hardpoint accrues points at twice the rate as a captured hardpoint; plus they're tougher for opponents to capture. However, hardpoints only maintain amped status when there's a teammate within its capture zone. If an amped hardpoint is abandoned, it slowly loses its amped status. For best results, amp a hardpoint all the way to 100 percent. This gives you approximately thirty seconds to patrol the surrounding area and return before the hardpoint drops back down below zero percent. The percentage at which a hardpoint is amped has no impact on the amount of points it earns. A one percent amped hardpoint earns just as much as one at 100 percent.

You can capture enemy-held hardpoints by standing near them for a longer period of time. A hardpoint must be rendered neutral before you can begin to capture it. Amped hardpoints take even longer to capture, so consider bringing along some teammates to expedite the process. If enemies are near a hardpoint, it's considered contested. You must find and eliminate them before any capturing or neutralizing can occur.

ATTRITION

If you've never played *Titanfall* before, Attrition is the best place to start. In this returning game mode, players are awarded Attrition points for scoring kills—but just not kills on other players. Attrition points are also awarded for killing AI-controlled minions and enemy Titans. The first team to reach 400 points wins the match. Or if time has expired, the team with the most points at the end of the match wins.



Grunts and Spectres arrive in drop pods—be ready to ambush them as soon as they step onto the battlefield.

Each enemy provides a different amount of Attrition points. While killing grunts and Spectres earns you a modest amount of points, you get the most for taking out enemy Pilots and Titans. However, with the amount of minions on the map, you can choose to ignore enemy Pilots and Titans and still rack up an impressive score. You get more points for taking out a squad of grunts than you do for eliminating one enemy Pilot—grunts also pose less of a threat. But take it easy when Spectres and Reapers start dropping in, as these AI-controlled enemies pose a greater threat.

Hunting minions is critical in Attrition as it earns you Attrition points and will help you call down your Titan faster. Once you have your Titan, it's much easier to counter Reapers as well as enemy Pilots and Titans. In addition to hunting minions, focus on damaging enemy Titans to earn your Titan at a faster rate—stealing an enemy Titan's battery and installing it in a friendly Titan is a surefire way to gain quick access to your Titan.

If you're on the losing team, make your way to the dropship before it's swarmed by enemy Pilots and Titans.

CAPTURE THE FLAG

In this classic game mode, steal the enemy flag and return it to your base, while stopping the enemy team from grabbing your flag. To score a capture, your team's flag must be present at your base, set into its pedestal. Then, if you have the enemy flag, capture it by running through your team's flag at your base; scoring a flag earns your team one point. While carrying the flag, you cannot drop it or throw it. However, the flag will be dropped if you're killed. The winning team is the one with the most captures when the match timer runs out. At halftime, the teams switch sides, giving each team the chance to attack/defend each base. New to *Titanfall 2*, dropped flags now have a return timer, automatically returning the flag to its respective base if left untouched after a certain time period.

4:18
CAPTURE
Hemlok

Speed is essential when you're carrying the flag. Utilize wallruns and the Stim tactical ability to quickly return the flag to your base.

HOLO PILOT FLAG CARRIER

Consider equipping the Holo Pilot tactical ability when playing Capture the Flag. When carrying the flag, activate Holo Pilot to confuse and disorient your opponents. The holographic projection is also shown carrying a flag, increasing your chances of survival as your opponents target the decoy.

LAST TITAN STANDING

In Last Titan Standing, all Pilots start in Titans. Your team must eliminate all of the enemy team's Titans or Pilots to win. This is a round-based mode, and the team that wins the best of five rounds wins the match. Within each round, there is no respawning, and there are no replacement Titans until the next round starts. However, if your Titan is destroyed, and you successfully eject, you can continue to play as a Pilot, helping your teammates eliminate the other team's Titans.

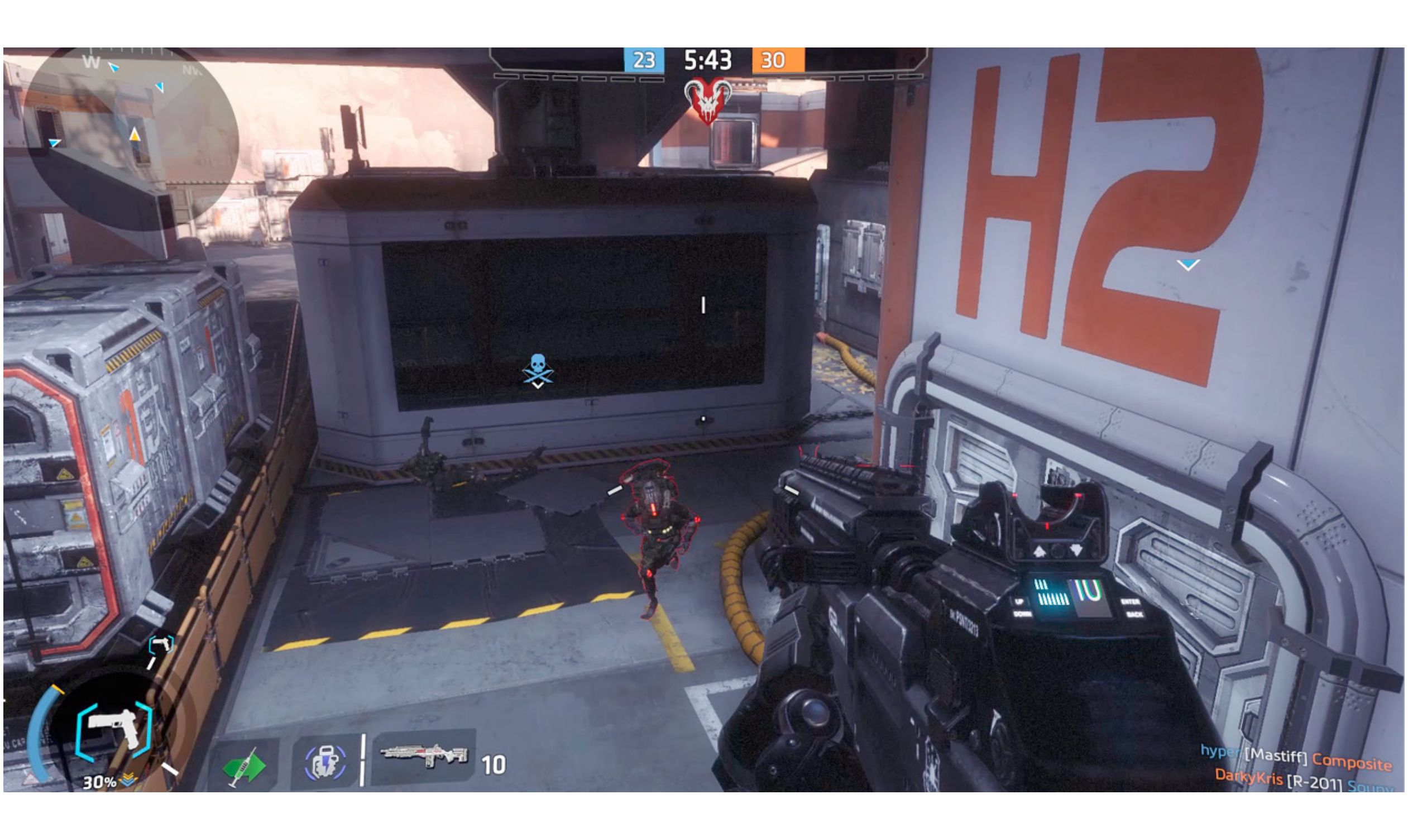
1:44
Round 3
0
2
Grifthegnome
40

Always stay within the line of sight of at least one friendly Titan so you can support each other.

Titan batteries spawn on the maps at predetermined locations, giving Pilots the opportunity to equip their Titan with a shield—this can be a game changer. Expect stiff resistance at these battery spawn locations, particularly at the start of a match. If your Titan is destroyed, make it your job to retrieve and install batteries in friendly Titans to give your team an edge.

PILOTS VS. PILOTS

In Pilots vs. Pilots, it's all about hunting or being hunted! Kill the enemy team's Pilots to reach the score limit and win. One point is awarded for each Pilot killed. There are no Titans in this mode, so kills do not count toward earning one. Instead, your kills count toward earning your selected Pilot boost. Your progress is visible on the circular meter in the bottom left corner of the HUD. Also, make note of the large colored circles on the minimap. These represent areas where friendly (blue) and enemy (orange) Pilots spawn. Take care when navigating the area within the opposing team's spawn area as spawning Pilots can appear anywhere.



Keep your eye on the minimap and attack from elevated positions to get the jump on your opponents.

SKIRMISH

Skirmish is a free-for-all team death match-style game mode. But unlike Pilots vs. Pilots, this mode features Titans. Each kill you score earns you progress toward earning your Pilot boost and Titan. Killing enemy Pilots also nets you one point, which is applied to your team's score. The team with the highest score at the end of the match wins.

21
5:03
42
Doomed Titan
MGL
Magnetic grenade launcher
32%
Veeblur [Titan Sword]

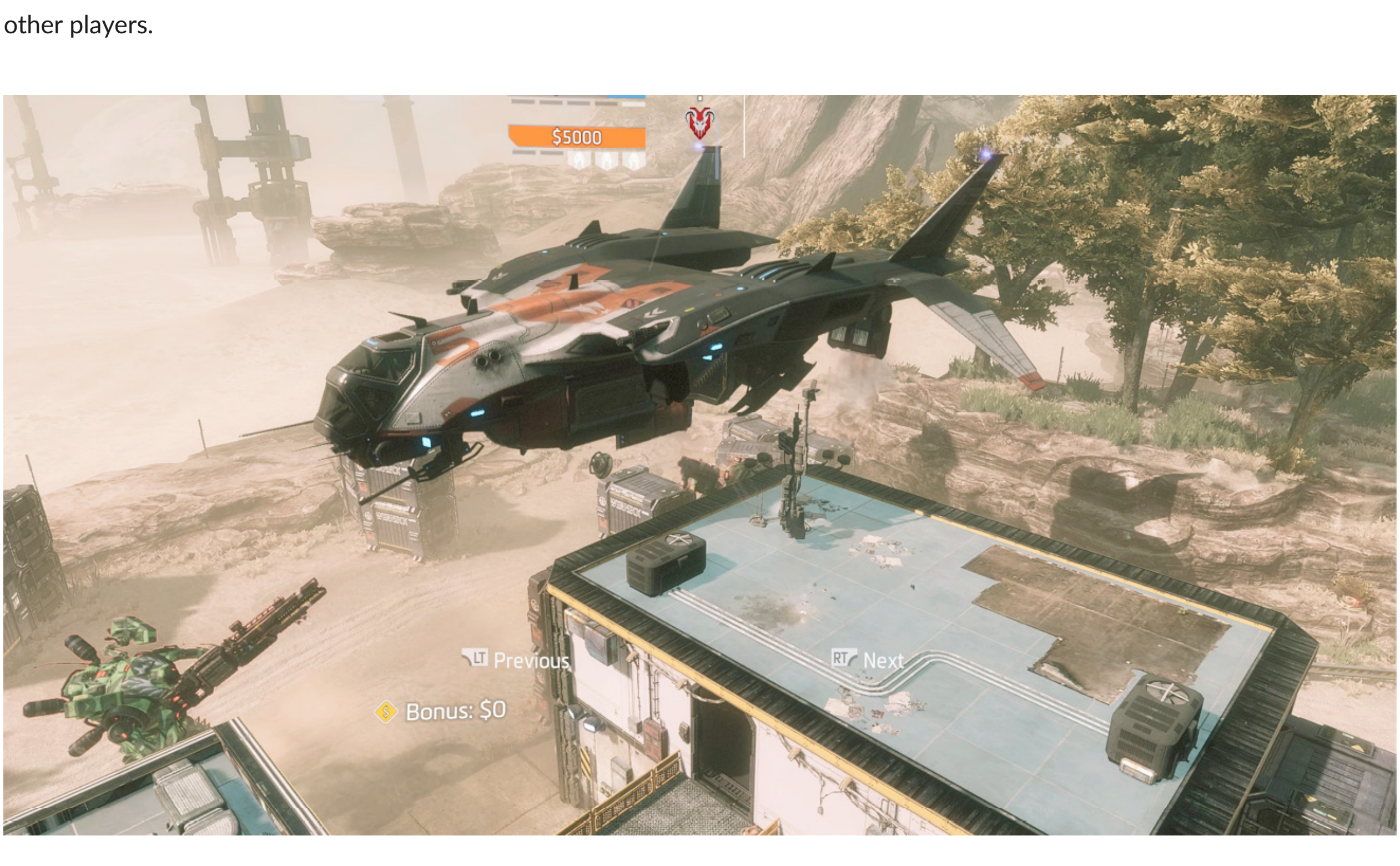
Enemy Titans pose a serious threat, so carry an anti-Titan weapon to help take them out.

COLISEUM

The Coliseum mode can be unlocked through Coliseum tickets and redeemable promotions available from Titanfall 2 partners. Coliseum matches take place in a cylindrical arena, pitting your skills against those of an opposing Pilot.

EPILOGUE

The Epilogue, occurring at the end of most matches, is a fun little mini game within the main match. The losing team has a point marked on their screens, showing the Evac Point where a dropship will arrive. At the same time the winning team will have an intercept marker to help them stop the opposing team from escaping. During the Epilogue, each Pilot only has one life, so once you are taken out, the match is over for you—but you can watch the remainder of the match from the perspectives of other players.



The winning team must converge on the Evac Point with multiple Titans if they hope to stop the dropship from escaping.

Each Pilot on the losing team gets merits for making it on board the dropship. But this isn't easy because the opposing team, who just won, is looking to hunt you all down. During the main match, if you feel the team is about to lose and you have a Titan ready to call in, save it for the Epilogue. This may throw off the other team because they won't expect you to call down a Titan since you just lost. Get underneath or close to the dropship with your Titan and eject towards the ship. Use the Cloak tactical ability to avoid getting picked off while you're flying through the air.

The winning team gains merits for killing each Pilot or stopping enemy Pilots from escaping. The best way to do this is by locking down the intercept point, surrounding it with Pilots and Titans. But be prepared for enemy Pilots hiding inside buildings near the Evac Point or wallrunning and jumping across the map. The best way to stop the enemy team from escaping is by destroying the dropship while it waits to pick up enemy Pilots. But it takes a team effort to bring down the dropship. Three Titans concentrating fire on the ship is usually enough to bring it down before it can escape. Nuclear Ejections can also damage Evac dropships.

DEVELOPER TIP

If your team loses the match, don't rush to the Evac Point when the Epilogue starts. Check your minimap for threats and friendlies, and try to survey the Evac Point from afar before making your escape. Be wary of enemy forces attempting to cut you off at the Evac Point.

TITANFALL 2

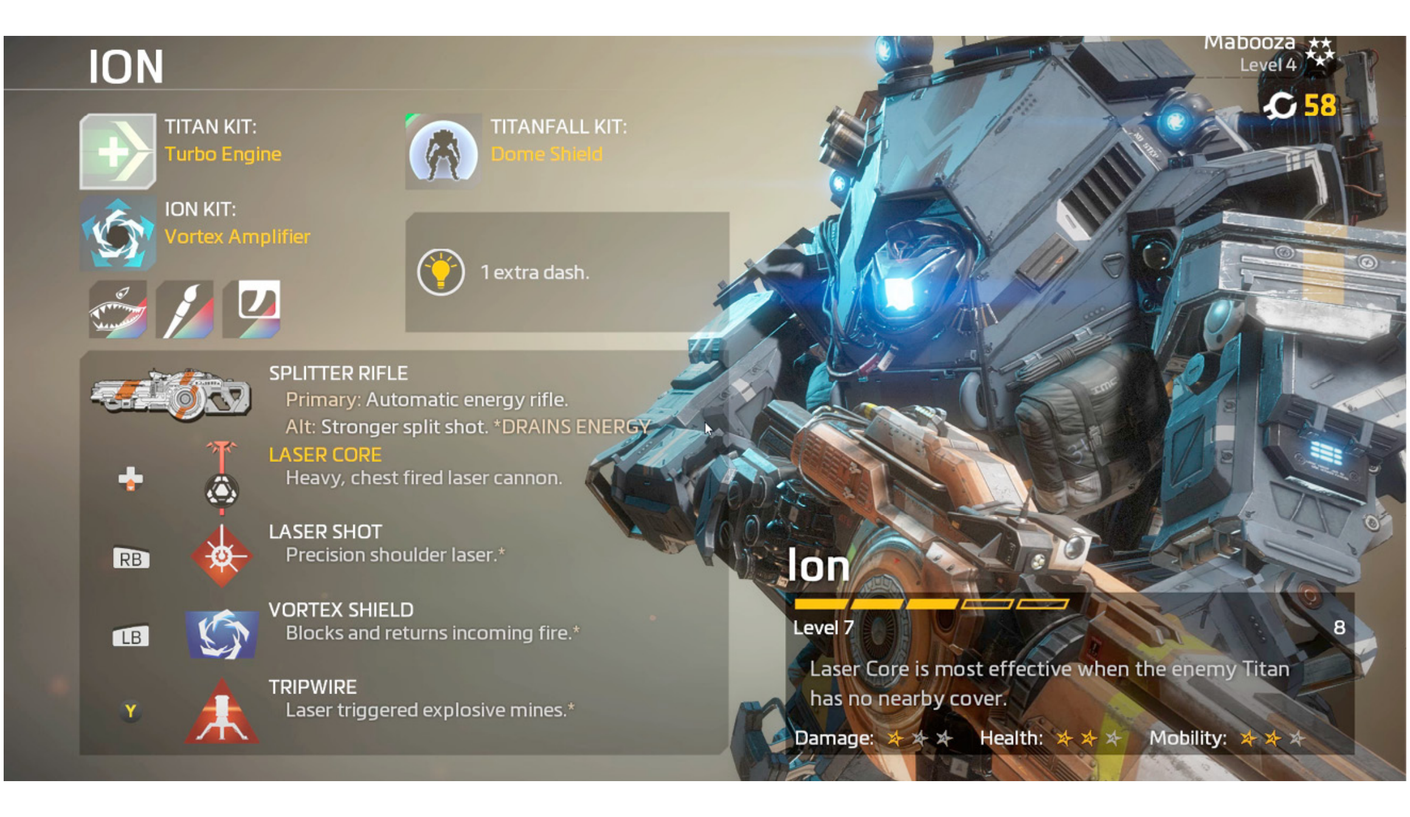
Multiplayer

Advanced Combat Tactics

Learning the basics of Pilot mobility and Titan operation should be enough to get you started. But how do you apply this knowledge on the battlefield? Here, we take a look at some practical, field-tested tactics with the aim of giving you the edge in each in each battle.

LOADOUT CUSTOMIZATION

Initially all players have a few preset Pilot and Titan loadouts available. But after playing for a short period of time, you'll have a better grasp of which weapons, kits, and Titans fit your style of play. Consider customizing your Pilot loadout around your primary weapon, selecting an ability, kits, and ordnance that complement this weapon. The same goes for choosing your Titan. Your choice of Titan largely dictates the range at which you engage targets. Scorch and Ronin are great for close-range combat, while Tone and Northstar are better suited for long-range combat. So when selecting your Titan kits, ask yourself how those options complement your Titan. Of course, there are other factors to consider when making these decisions. But try to build loadouts where all elements work together to make your Pilot and Titan more effective in combat. Skip ahead to the Pilots and Titans sections for more information on customizing your Pilot and Titan loadouts.


ION

TITAN KIT: Turbo Engine

TITANFALL KIT: Dome Shield

ION KIT: Vortex Amplifier

1 extra dash.

SPLITTER RIFLE
Primary: Automatic energy rifle.
Alt: Stronger split shot. *DRAINS ENERGY

LASER CORE
Heavy, chest fired laser cannon.

LASER SHOT
Precision shoulder laser.*

VORTEX SHIELD
Blocks and returns incoming fire.*

TRIPWIRE
Laser triggered explosive mines.*

Ion
Level 7
Laser Core is most effective when the enemy Titan has no nearby cover.
Damage: Health: Mobility:

As you progress through your online career, don't forget to apply newly unlocked weapons, abilities, and Titan kits to your loadout.

COMBAT SCENARIOS

In *Titanfall 2*, every battle plays out differently. But by understanding the fundamentals of each possible scenario, you can gain an edge over your opponents. Whether playing as a Pilot or Titan, there are numerous combat engagements for which you need to prepare. Here's a quick breakdown of each major combat scenario you're likely to face, with tips on how to overcome each one.

PILOT VS. MINION

This is by far the most common scenario you'll face throughout your Pilot career. Enemy grunts, Spectres, Stalkers, and Reapers make up the majority of hostile forces you encounter in Bounty Hunt. Collectively known as minions, these AI-controlled units pose little threat to fast and nimble Pilots. But that doesn't mean you should ignore them. Hunting minions plays a big part in the game, helping you gain access to your Titan.

100%
100%
28:32
Kill enemies to earn your Titan
Grunt Kill
41%
11

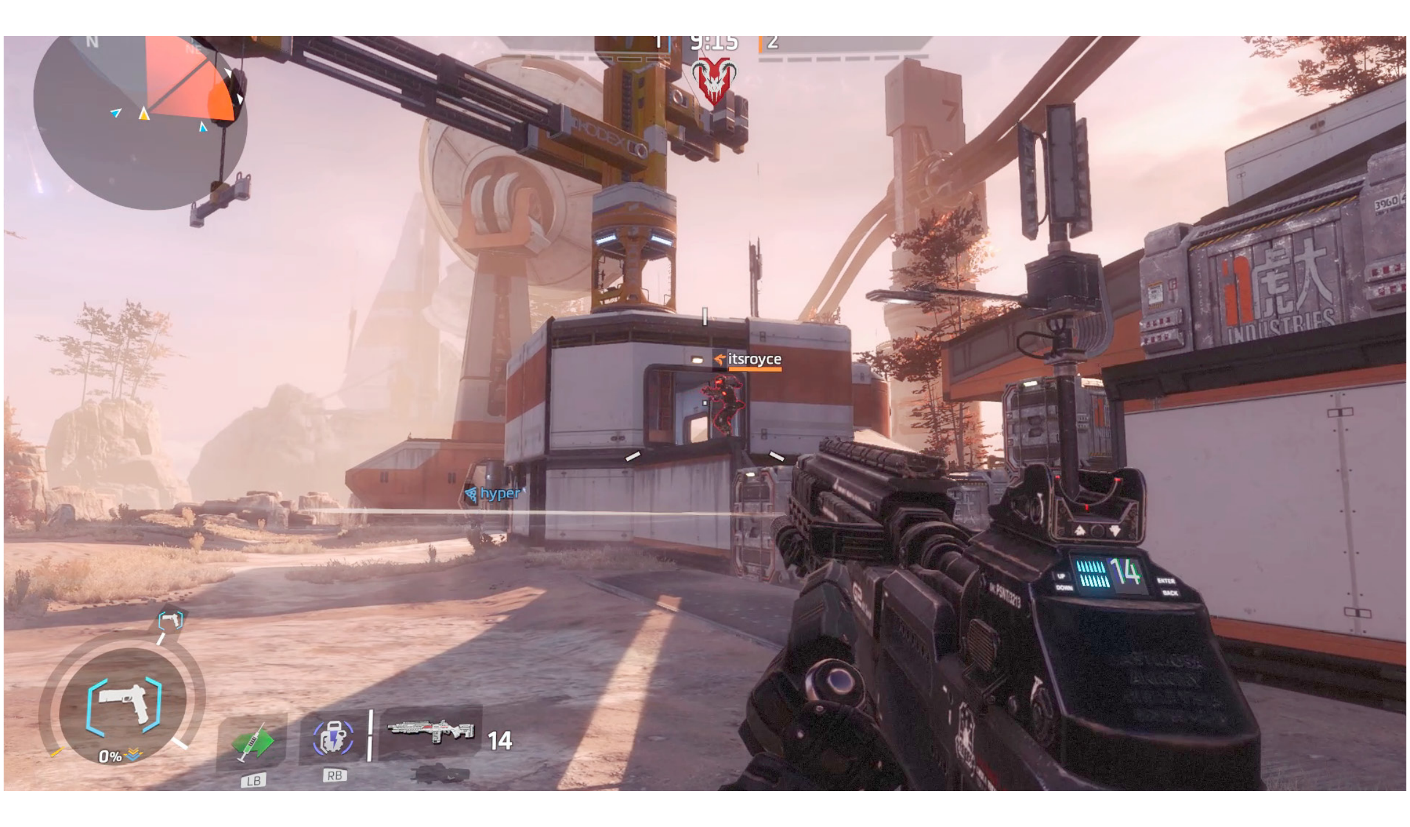
Don't be afraid to attack minions aggressively. As long as you keep moving, utilizing jumps and wallruns, you can evade most of their attacks.

TACTICS

- Grunts are standard infantry armed with a mix of small arms and anti-armor weapons. They usually deploy in small three-man squads, arriving via dropship and Drop Pods.
- Spectres are durable robotic warriors designed to counter Titans with their heavy weapons, but they also carry small arms and can be dangerous in large groups.
- Stalkers function much like Spectres, but feature weak spots on their backs. Target this red "backpack" to trigger an explosion with a large blast radius. Alternately, you can shoot off their legs, making it easy to target their backpack as they crawl along the ground.
- Reapers are extremely dangerous and should be engaged from long range, preferably with an anti-Titan weapon. Wait until a Titan has engaged the Reaper, and then help by providing long-range fire support.
- A Pilot's primary weapon is the best way to deal with grunts, Spectres, and Stalkers. For best results, score headshots to quickly down these threats and conserve ammo. Spectres and Stalkers take significantly more damage than their Grunt counterparts, so be ready to expend a few more rounds on each target. Grenades are also effective against these enemies, often wiping out multiple targets with a single explosion. Minions pose the biggest threat at close range, so keep your distance, particularly when engaging multiple Spectres and Stalkers.

PILOT VS. PILOT

Facing off against enemy Pilots is extremely dangerous, as they benefit from the same Jump Kit-enabled mobility as you. As a result, these fights often favor the Pilot who can stay on the move while returning accurate fire. If you stand still you don't stand a chance against a skilled veteran Pilot. Eliminating enemy Pilots nets you merits, and depending on game mode, may even give your team the lead in close matches. But hunting Pilots is risky business, requiring quick reflexes, fluid mobility, and constant situational awareness.



Enemy Pilots are outlined with a thin red line, making them easier to spot, particularly when they're moving. The orange bar above a Pilot's head represents their health.

TACTICS

- When a Pilot fires a weapon, they appear as a large orange dot on the minimap. But the same goes for you, as well. Consider equipping a pistol with a Suppressor to avoid giving away your position. Then use the minimap as a radar, guiding you to your next enemy Pilot.
- Activating the Stim tactical ability during a heated firefight with an enemy Pilot may just give you the edge required to survive. Stim not only boosts your Pilot's speed, but it also improves health regeneration. This makes Stim very helpful if you're hunting Pilots.
- Due to their enhanced mobility, Pilots are very easy to spot in a battle; look for the red silhouette outlining enemy Pilots. Also, take note of enemies running along walls or double jumping onto buildings. A Jump Kit's thrusters are a dead giveaway. To avoid being spotted, consider activating the Cloak tactical ability when performing wallruns and other Pilot-specific maneuvers.
- When monitoring a Titan battle, watch for enemy Pilots ejecting from doomed Titans. Even when cloaked, Pilots are vulnerable while flying through the air following an ejection. Track their movements through the air and try to pick them off before they reach the ground. Automatic weapons are most effective when trying to hit ejecting Pilots.
- Arc Grenades are extremely effective when you're engaging enemy Pilots. In addition to dealing damage, Arc Grenades blur a Pilot's vision, making it difficult for them to maneuver and defend themselves. Arc-based weapons also disrupt a Pilot's Jump Kit, causing them to abort wallruns and wallhangs.

PILOT VS. TITAN

There's no getting around it: Pilots are at a serious disadvantage in these engagements. Encountering a Titan in direct combat is an intimidating experience, even for the most veteran Pilots. But that doesn't mean Pilots have to run away. Utilizing anti-Titan weapons, rodeo attacks, and ordnance, Pilots have a shot at downing a Titan on their own. So even if you're seriously outgunned, look for opportunities to take on enemy Titans. Your team will thank you for it.

4:27
$2396
Kill the marked Titan Bounties
Titanfall
Level 9
$64
TITAN DAMAGE
$64
30%
17

Standoff tactics are most prudent when confronting an enemy Titan. Hold back and engage with an anti-Titan weapon, like the Charge Rifle.

TACTICS

- When firing their weapons, enemy Titans appear as orange arrow icons on the minimap. If an enemy Titan is nearby, make sure you have adequate cover and consider getting to high ground. You don't want to engage a Titan toe-to-toe on the ground, where you stand the chance of getting crushed. Instead, look for opportunities to crush enemy Titans by initiating your own Titanfall.
- When performing a rodeo attack on an enemy Titan, start by activating the Cloak tactical ability. This makes you nearly invisible to Titans, making you tougher to spot during your approach. Once cloaked, hammer the Titan with an Arc Grenade to temporarily blind it before hopping aboard. By the time the Titan has recovered from the Arc Grenade (and the enemy Pilot realizes they have a stowaway) you can steal their battery and escape.
- When you don't feel like risking a rodeo attack, keep your distance and engage enemy Titans with your anti-Titan weapon. These weapons are designed to inflict damage on a Titan's hull, even they have a shield. Once the Titan's shield is down, target the red-glowing sections on the Titan's hull to score critical hits.
- Instead of taking on a Titan by yourself, work together with teammates to overwhelm opponents. When a friendly Titan is battling an enemy Titan, stay back and score hits with your anti-Titan weapon and Arc Grenades. Or if a teammate is rodeo attacking an enemy Titan, provide support by engaging the enemy Pilot who disembarks from the Titan, allowing your teammate to complete the rodeo attack without interruption.

TITAN VS. MINION

Of all possible engagements, this scenario is the least threatening. However, don't overlook the significance of engaging minions with your Titan. Inflicting damage on grunts, Spectres, Stalkers, and Reapers reduces the time it takes for your Titan's core ability to come online. The more damage you dish out, the quicker you get your core ability. But don't get overconfident. All minions are capable of dealing damage to your Titan, potentially depleting your Titan's health. So don't let these units gather around your Titan.

12:26
$190
Kill bounties near the marked Drop Zone
ELECTRIC SMOKE READY
Anti-Rodeo Countermeasures
$219
25%
4

Instead of shooting minions, simply crush them with your Titan's feet. This works equally well against grunts, Spectres, and Stalkers.

TACTICS

- When you're piloting a Titan, minions are low-priority targets. Use the minimap to help find them, looking for the small, orange dots. But shift your focus when enemy Pilots and Titans appear on the minimap. Pilots and Titans pose a bigger threat and should be dealt with first.
- Of all the minions, Reapers pose the biggest threat to Titans. By firing bolts of plasma and deploying Ticks, Reapers can dish out some serious damage. Keep your distance and return fire, dashing laterally to evade incoming plasma bolts.
- Due to their high rate of fire, the Ion Titan's Splitter Rifle and Tone Titan's 40mm Tracker Cannon are two of the most effective weapons against minions. The Splitter Rifle's alternate fire mode fires a wide spread, ideal for taking out multiple minions with one shot. The 40mm Tracker Cannon benefits from splash damage, perfect for damaging multiple minions as they emerge from their Drop Pods.
- The Northstar Titan's Cluster Missile is devastating against minions. When fired, this volley of missiles sets off a series of secondary explosions over a wide area. This is a good way to take out minions inside buildings. Simply fire this weapon through a door or window and watch all the secondary explosions go off inside, killing all within the expansive blast radius.
- While all Titan weapons are capable of killing minions, not every Titan weapon is effective in doing so. When carrying a specialized weapon, like the Northstar's Plasma Railgun, rely on other options to eliminate minions. Either crush them with your Titan's feet, blast them with missiles, or smash them with a melee attack. Dashing through a group of minions is also very effective.

TITAN VS. PILOT

In some respects, engaging enemy Pilots is just as dangerous as facing off against an enemy Titan. While Titans have a definite advantage when it comes to armor and firepower, they trail far behind Pilots when it comes to mobility. This makes Titans vulnerable to anti-Titan weapons and rodeo attacks. As a result, Titans are better off keeping their distance from enemy Pilots and engaging them from long range. Otherwise Pilots can quickly chip away at a Titan's health. This cat-and-mouse dynamic leads to some intense engagements.

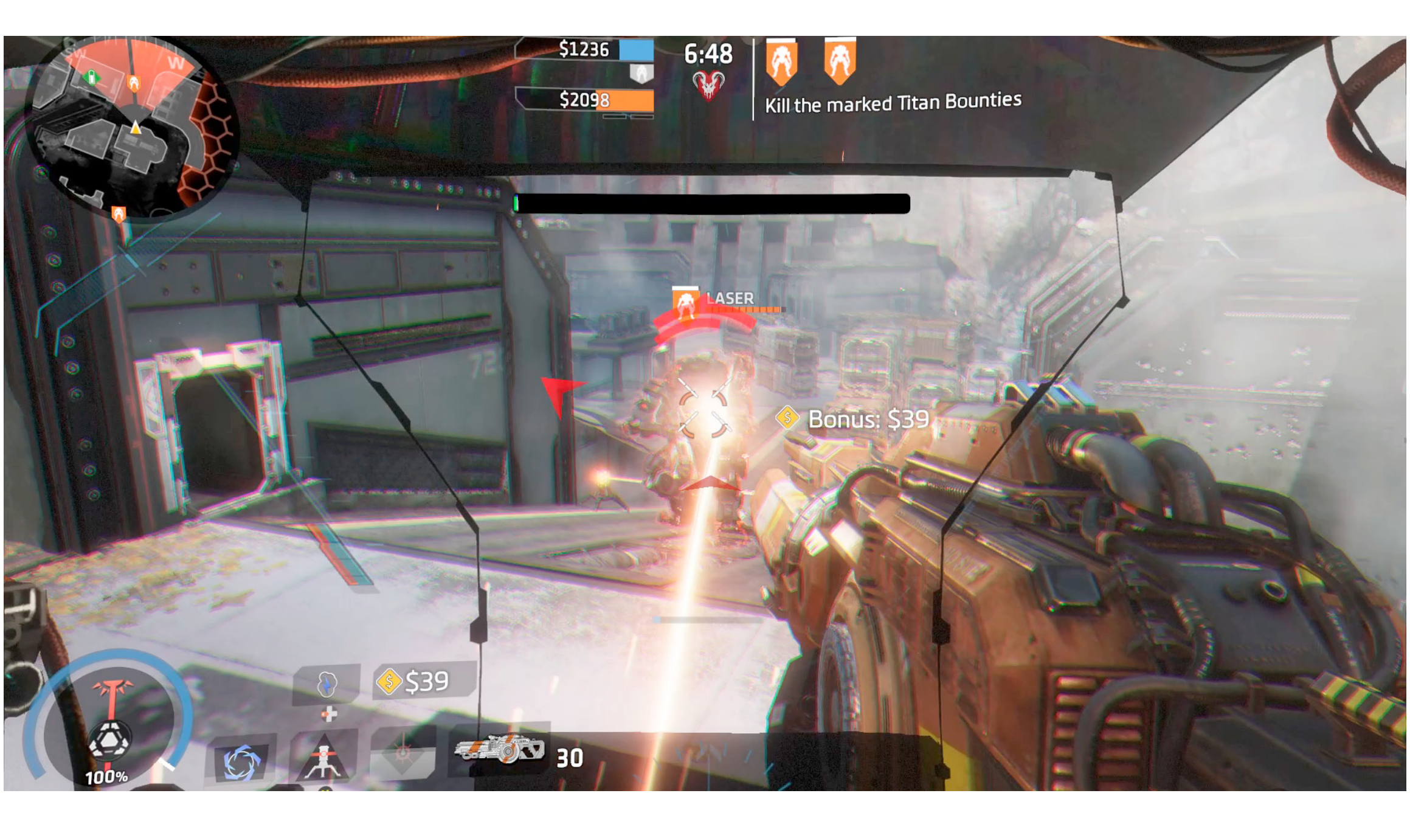
12:43
$110
Kill bounties near the marked Drop Zone
$35
CORE +10%
Dominating
Bonus Stolen
Pilot Kill +20%
KILLED DANOTAGE
$390
70%
32

TACTICS

- Keep a close eye on the minimap at all times while piloting a Titan. Enemy Pilots appear as a large orange dot on the minimap, but only when firing an unsuppressed weapon. If you see one of these orange dots near your Titan, immediately move out and put some distance between your Titan and the enemy Pilot.
- Anti-Titan weapons wear down your Titan's health, so don't take these weapons lightly. Incoming anti-Titan weapons can be blocked with Ion's Vortex Shield, Scorch's Thermal Shield, or Tone's Particle Wall. If you can't locate or engage the enemy Pilot pelting your Titan with these weapons, simply retreat—particularly if you don't have a shield. Pilots equipped with the Charge Rifle can score critical hits, potentially crippling and destroying your Titan.
- Enemy Pilots are fast and nimble, capable of evading incoming fire. Instead of relying on accuracy and precision, utilize a weapon with a high rate of fire to give you the best chance of hitting enemy Pilots. Go with the Ion Titan's Splitter Rifle or the Tone Titan's 40mm Tracker Cannon. The Legion Titan's Predator Cannon is also effective, assuming you can master the weapon's long spin-up delay.
- Rodeo attacks are extremely dangerous to Titans. Watch for the notification atop the HUD to determine when your Titan has been boarded by an enemy Pilot. The Electric Smoke countermeasure is by far the best way to counter rodeo attacks. Stay within the electrified smokescreen until the enemy Pilot is dead or jumps off. Then immediately dash out of the area.
- If you're rodeo attacked and don't have Electric Smoke, try to trick the enemy Pilot into jumping off. While still in the Titan, stop and make the Titan crouch down. This mimics the motion the Titan makes when you disembark. But instead of disembarking, remain motionless. In many cases, the enemy Pilot will hop off your Titan, thinking you're about to emerge. As soon as the enemy Pilot hops off, dash to safety. This tactic doesn't work every time, but it beats jumping out of your Titan and shooting the enemy Pilot with your primary weapon.

TITAN VS. TITAN

Succeeding in these epic battles requires more skill than brawn. Although protected by a thick hull, Titans don't last long in a toe-to-toe slugfest with each other. As a result, Pilots must constantly monitor the tactical situation, keeping an eye on both their Titan's health and the health of the enemy Titan, while weighing the pros and cons of each action. Always respect your opponent and be careful not to overcommit. Otherwise you'll be ejecting from your Titan in no time, wondering what you did wrong.



The AI-controlled Titans during Bounty Hunt matches are no joke. Don't go into one of these fights on your own.

TACTICS

- Even before initiating Titanfall, start scouring the map for batteries. This allows you to install a battery as soon as you hop in your Titan, giving it a shield. Acquiring a shield early during deployment is the key to keeping your Titan in the battle.
- When enemy Titans enter the battlefield, you're notified over the Titan's communication system. Take this opportunity to study the minimap for contacts. Enemy Titans appear as orange arrow icons on the minimap. Before rushing toward the location of an enemy Titan, enlist the help of a friendly Titan or two to assist. Titan-on-Titan battles are much easier when you have the help of a teammate.
- Upon engaging an enemy Titan, make note of their and health bar. Do they have a shield? Before you can damage the Titan's health, you must first deplete its shield. Once a Titan's shield is gone, don't let the enemy Titan take cover. Otherwise they may retreat and install a new battery, restoring the shield. Keep hitting the Titan with weapon fire to deal damage to its health while preventing new battery installations. However, don't forget to monitor your own Titan's status, too. If your shield is gone, consider disengaging and seeking out a new battery.
- When a Titan's shield is down, it is vulnerable to critical hits. Target these red, glowing weak spots on the Titan's hull to inflict heavy damage. The Northstar's Plasma Railgun is ideal for scoring precise, high-damage hits to these vulnerable areas.
- Instead of standing still during a Titan battle, stay on the move, dashing laterally to evade incoming fire. Lateral dashes are a great way to evade incoming dumb-fire rockets and missiles. Or dash behind cover to break the locks of guided projectiles, like the Archer Heavy Rocket. Electric Smoke can also negate lock-ons.
- Have you been saving up a core ability? Titan battles are the perfect time to deploy these powerful abilities, giving your Titan a significant offensive advantage. The Ion Titan's Laser Core is great for damaging (and potentially destroying) multiple enemy Titans. Or send a wall of fire at a group of enemy Titans with Scorch's Flame Core. Just be sure to use your core ability before your Titan is destroyed.

TEAMPLAY

Regardless of game mode, *Titanfall 2* is a team-based game. While individual skill plays a big part in each team's success, teams are much more effective when working together, particularly when Titans enter the battle.

COMMUNICATION

A team who communicates will always have a huge advantage over those who don't. *Titanfall 2* supports voice chat on all platforms, making setup as easy as connecting a microphone. In the lobby, before launching into a match, you can talk with all players. Take this opportunity to discuss what kind of game modes everyone wants to play. But once a match starts, voice channels are isolated between teams, ensuring your discussions aren't heard by the enemy. Communicating with complete strangers can be awkward at first, but as long as you keep the discussion focused on the gameplay, you'll find most players are receptive to your comments. After all, you're all on the same team, and you all want to win. Even if you aren't playing with friends, you should always communicate with the players you are teamed up with. Calling out the position of enemy Pilots allows your teammates to make the right play.

2:48
Round 1
0
0
Legion
itsroyce
Scorch
Veeblur
87m

Coordinate with teammates over microphones and work together to overwhelm opponents. This is particularly important during Last Titan Standing matches.

TEAM PILOT TACTICS

- When playing Capture the Flag, if you're bringing the flag into your base to capture, have an allied Pilot storm the base first to make sure it is safe and there aren't any enemy Pilots hiding inside. The worst way to lose a flag capture is to die right inside your own base.
- Before the start of the match, make a game plan. This will let you know where to go off the start of the match, who to work with, and where to watch for incoming enemy Pilots.
- A Pilot equipped with a sniper rifle can hang back and play a bit passively. As the Pilot with the sniper rifle, find an elevated position and provide cover for your teammates moving into battle.

TEAM TITAN TACTICS

- Teamwork becomes even more important when inside a Titan—bait and switching becomes essential. With the various Titan abilities, Titans excel in bait and switching. An Ion Titan can use the Vortex Shield to stop enemy Titan fire. At the same time, an ally can attack the enemy Titan from the side.
- A Tone Titan with Particle Wall can stay behind the barrier for cover and call out for help. The wall buys you some time, while allies try to reach your location. The Particle Wall comes in handy when friendly Pilots are nearby. Drop the Particle Wall and allow them to hide behind the barrier until the area is safe to move about.
- When playing Capture the Flag, allow a flag-carrying teammate to hop on your Titan's back. This will protect the Pilot from being killed as long as your Titan has a shield. Dash back to your base with your Titan and drop off your teammate to capture the flag.
- As a Titan you'll want to work with other friendly Titans. If you are rodeo attacked by a enemy Pilot, communicate with your teammate quickly so your teammate can shoot the enemy off your back as soon as possible.
- When fighting with a group of Titans, be sure to stay near the back of the pack if you are the weakest. You'll still want to deal damage, but you're much better alive than dead. Consider rotating with teammates, allowing the weaker Titans to slip to the rear while Titans with shields, Vortex Shields, Particle Walls, or Thermal Shields assume front line positions.

TITANFALL 2

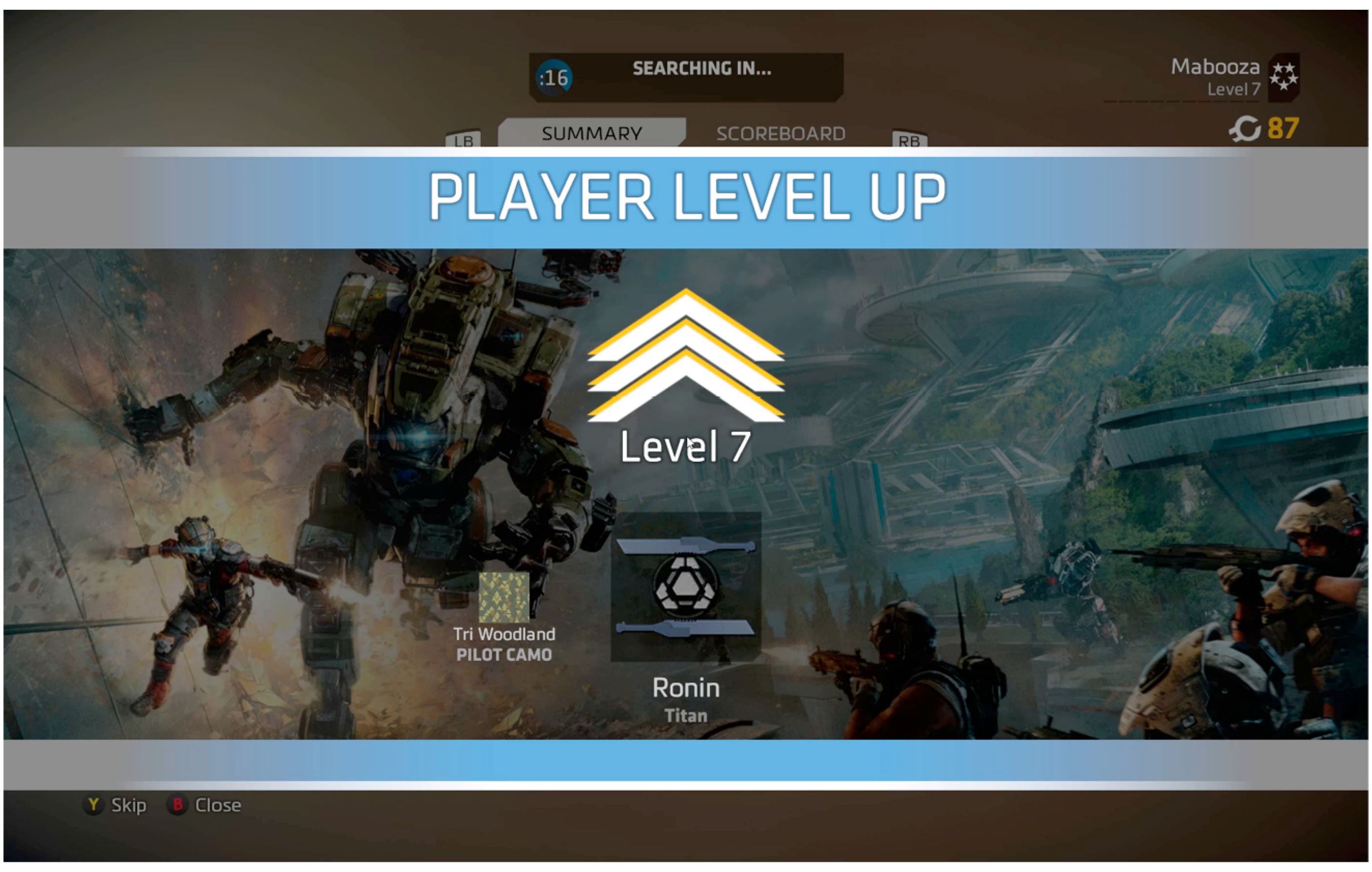
Multiplayer

Persistence and Progression

One of the most addictive elements of *Titanfall 2* is the persistence system. Attaining new levels, weapons, Titans, and other items keeps players hooked for hours on end, itching to play just one more round. After all, who needs sleep?

LEVELS

In *Titanfall 2*, players earn merits by completing multiplayer matches, earning good performances, winning matches, leveling up weapons/Titans, and winning multiple matches with the same faction.. You can also earn five bonus merits by playing a match during your Network's Happy Hour. As merits accumulate over time, players attain new levels. Leveling up earns Pilots unique rewards, like new weapons and loadout options including tactical abilities and kits. So as players level up, they have more options when customizing their Pilot and Titan.

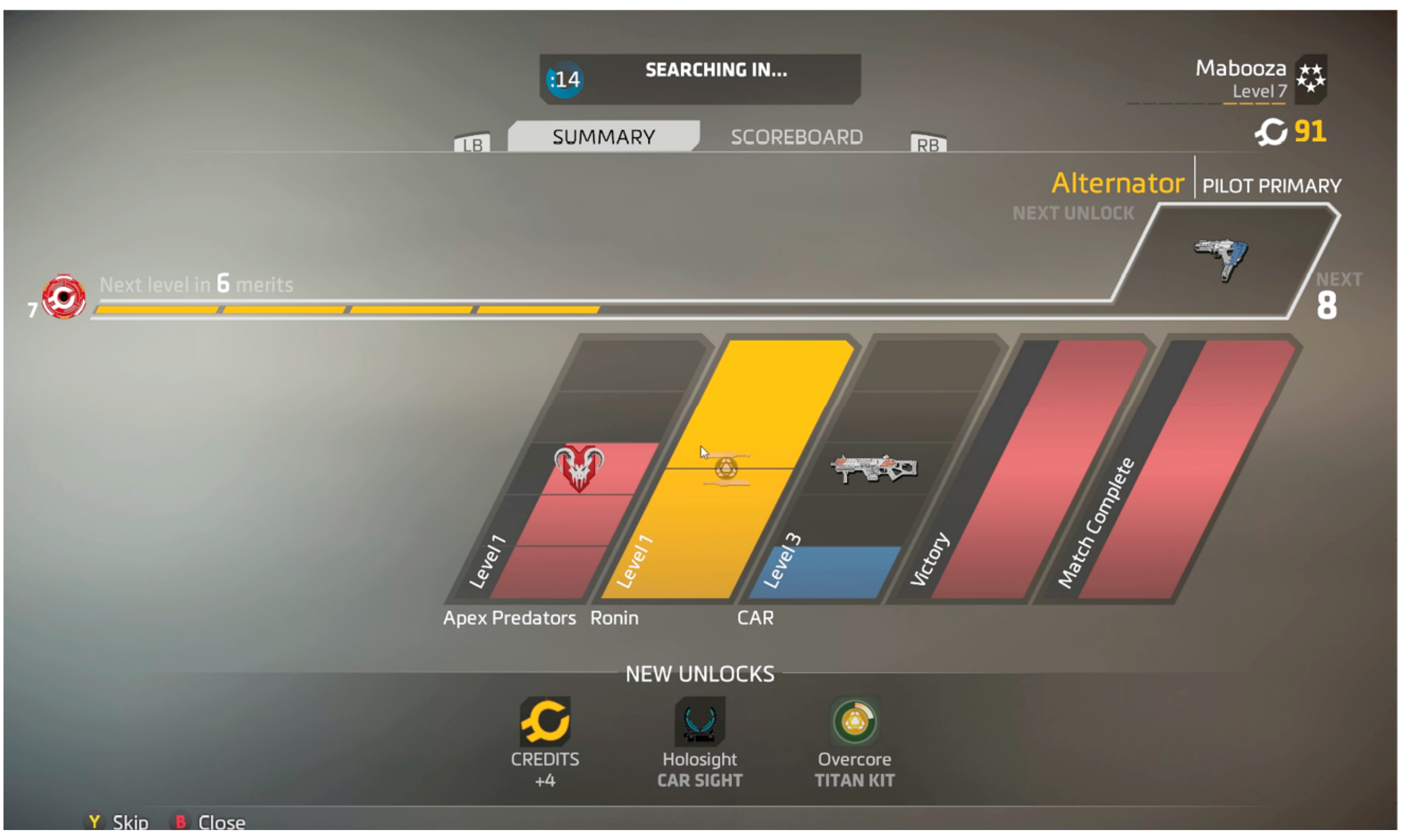

:16 SEARCHING IN...
Mabooza
Level 7
87
LB
SUMMARY
SCOREBOARD
RB
PLAYER LEVEL UP
Level 7
Tri Woodland
PILOT CAMO
Ronin
Titan
Y Skip
B Close

Leveling up gives you access to new weapons, Titans, and a variety of other items, like camo for your Pilot.

Please note: As the game is constantly being updated and patched to improve the balance, some of these values may change.

WEAPONS AND TITANS

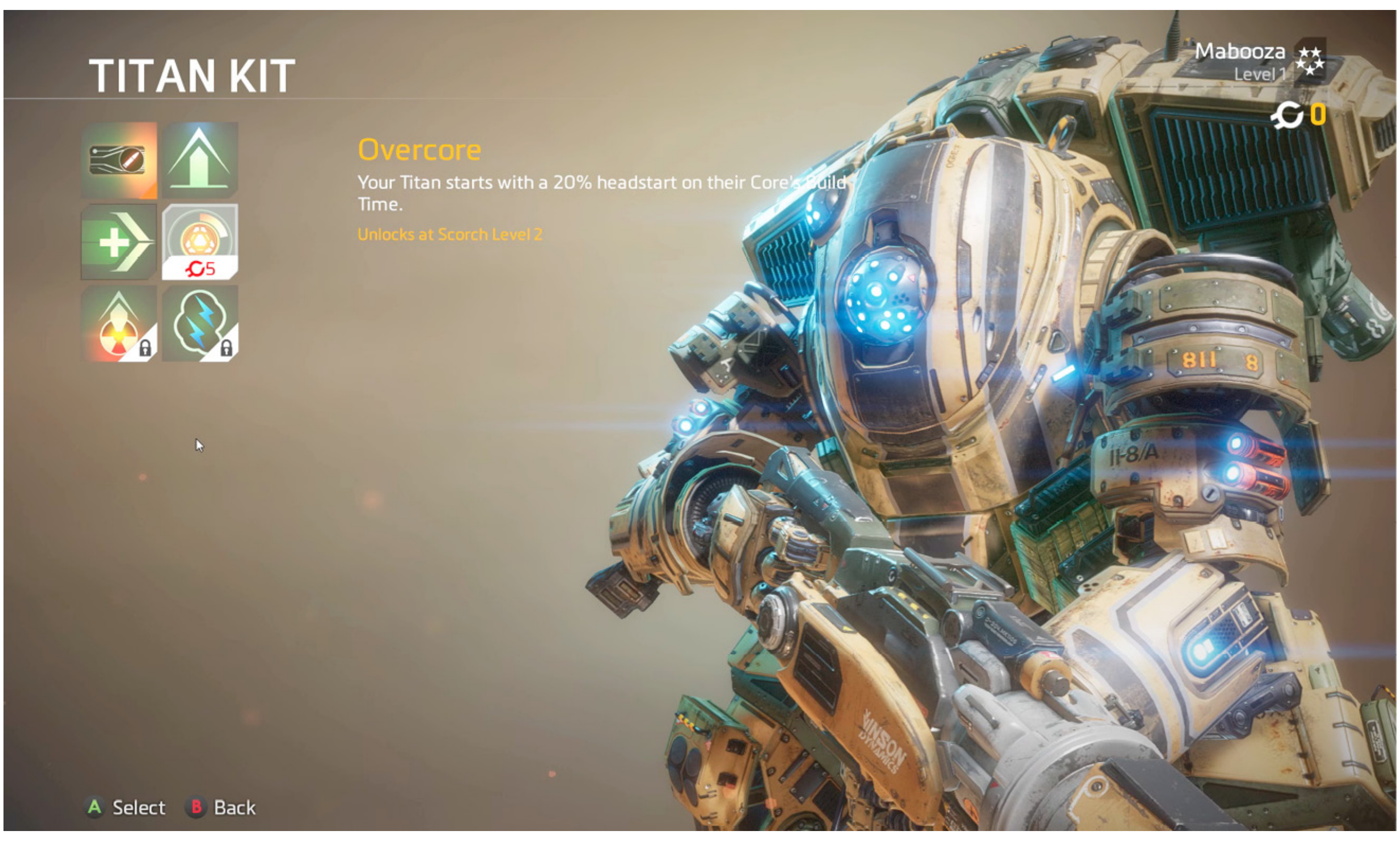
In addition to leveling up your Pilot you can also level up your weapons and Titans. Score kills to level up primary and secondary weapons giving you access to new attachments including optics and modifications. These unlocks allow you to customize weapons to better fit your style of play. Once you've unlocked all the attachments for a weapon, your weapon can further by leveled by regenerating.. With each new regeneration you earn, you unlock new weapon camos. Leveling Titans functions similar to leveling weapons—level your Titan by accumulating Titanfalls, core abilities, and kills. Leveling your Titan gives you access to a variety of new kits. Once you've unlocked all of a Titan's kits, the Titan can be leveled up to new versions, unlocking nose art and camos.


:14 SEARCHING IN...
Mabooza
Level 7
91
LB
SUMMARY
SCOREBOARD
RB
Alternator
PILOT PRIMARY
NEXT UNLOCK
7
Next level in 6 merits
NEXT
8
Level 1
Level 1
Level 3
Victory
Match Complete
Apex Predators
Ronin
CAR
NEW UNLOCKS
CREDITS
+4
Holosight
CAR SIGHT
Overcore
TITAN KIT
Y Skip
B Close

Your weapon and Titan level progression is shown on the summary screen at the end of each match.

CREDITS

If you don't want to wait to unlock a specific Titan, weapon, ability, boost, kit, or camo, you can use credits to purchase these items earlier. Credits are earned alongside merits at a 1:1 ratio. Credits accumulate over time and are visible on loadout screens, in the top right corner. To purchase an item, simply select it from the loadout screen; the price is shown. As long as you have enough credits in your account, you can complete the purchase and put your new item to use.


TITAN KIT
Mabooza
Level 7
0
5
A Select
B Back

Overcore

Your Titan starts with a 20% headstart on their Core's Build Time.

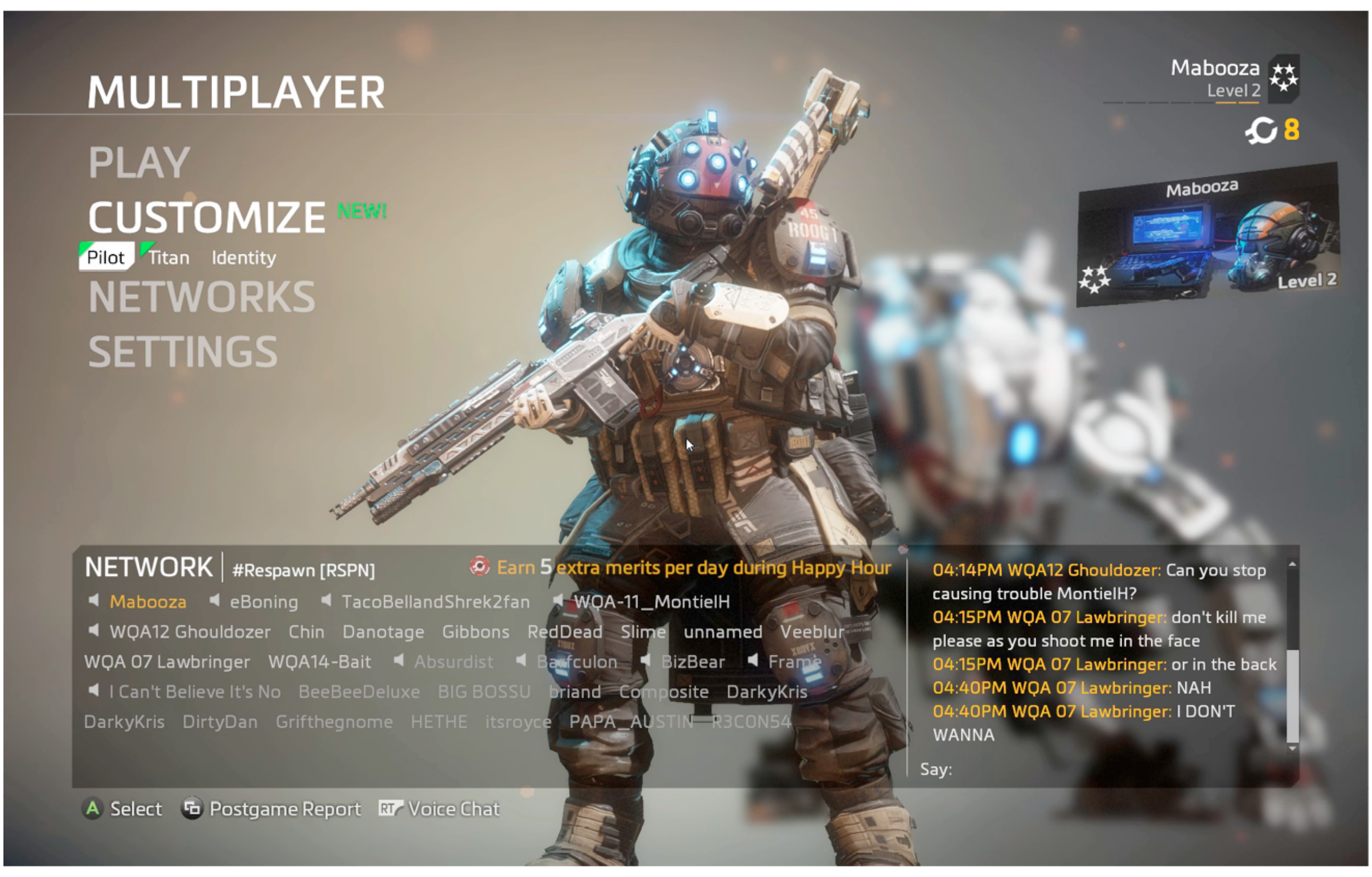
Unlocks at Scorch Level 2

Is there a particular kit you really want? Instead of waiting for the unlock, just go ahead and buy it with those credits you've earned.

TITANFALL 2

Networks

The Networks system is new to *Titanfall 2*, making it easier to group with friends and other players of similar interests. When you first enter multiplayer, you're automatically assigned to a default network. All the online players of the network are visible in the network window at the bottom of the screen. If a speaker icon is next to a player's name, it indicates the player is equipped with a microphone. While in the network, you're free to talk with others. Just hold down the platform-specific button or key to talk. If you're on a PC, you can also type messages.



NETWORK | #Respawn [RSPN]

Earn 5 extra merits per day during Happy Hour

Mabooza eBoning TacoBellandShrek2fan WQA-11_MontielH WQA12 Ghouldozer Chin Danotage Gibbons RedDead Slime unnamed Veeblur WQA 07 Lawbringer WQA14-Bait Absurdist Barfculon BizBear Frame I Can't Believe It's No BeeBeeDeluxe BIG BOSSU briand Composite DarkyKris DarkyKris DirtyDan Grifthegnome HETHE itsroyce PAPA_AUSTIN R3CON54

04:14PM WQA12 Ghouldozer: Can you stop causing trouble MontielH?
04:15PM WQA 07 Lawbringer: don't kill me please as you shoot me in the face
04:15PM WQA 07 Lawbringer: or in the back
04:40PM WQA 07 Lawbringer: NAH
04:40PM WQA 07 Lawbringer: I DON'T WANNA
Say:

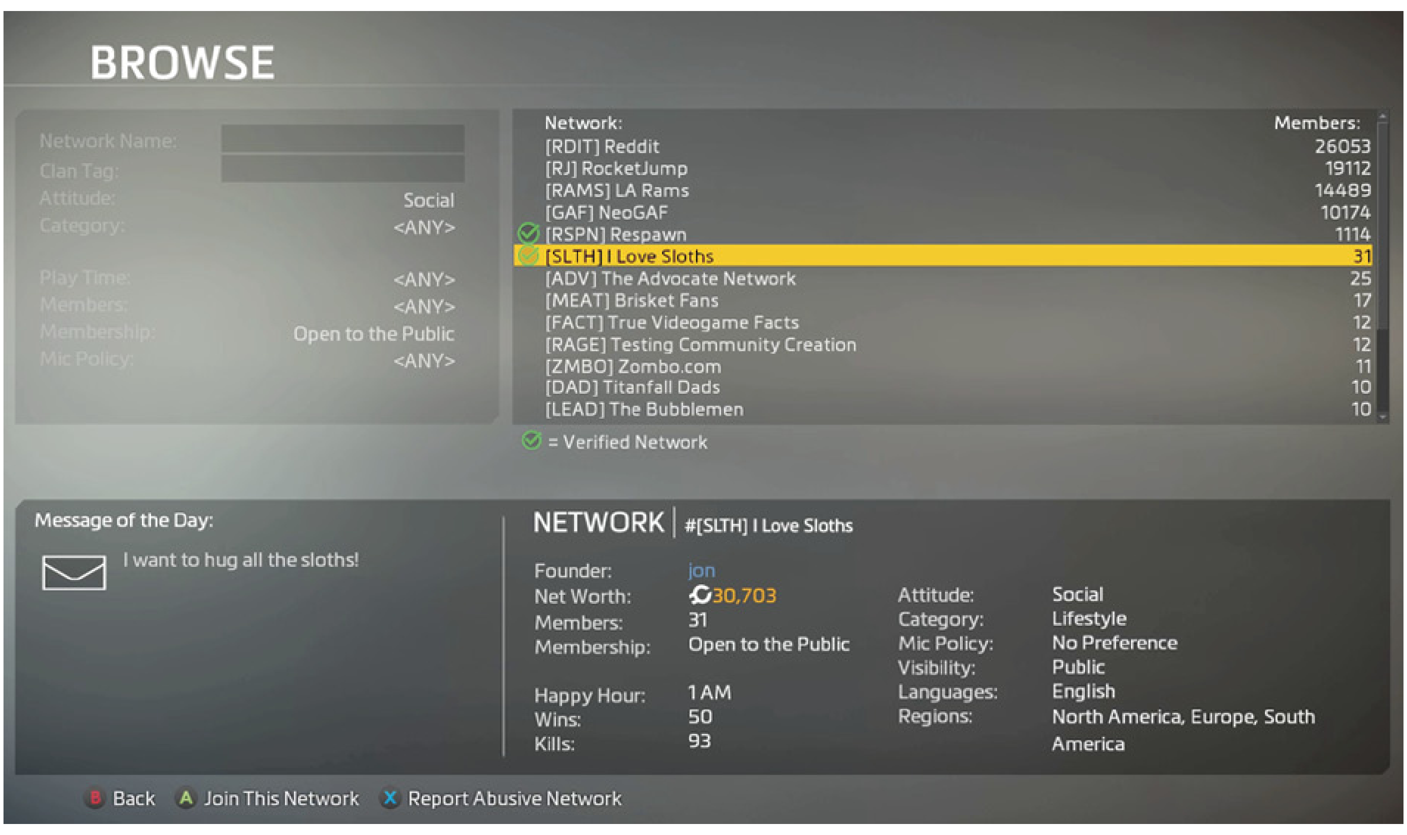
The online players in your network appear in the box at the bottom of the screen. Consider inviting them to a match.

MATCHMAKING

If you want to start a match, choose Play from the Multiplayer menu and consider sending an invite to other players in the network to initiate matchmaking. If you have enough online players, you can start a match consisting entirely of network members. This is a great way to start games with friends or clans. Otherwise, the matchmaking system will find other players to fill out the match. When teams are assigned, the matchmaking system will try to team you up with other members of your network.

JOINING NETWORKS

You don't have to stay in the network to which you're initially assigned. Choose the Browse option from the Networks submenu to open a browser listing all available *Titanfall 2* networks. Only public networks are visible. Highlight the different networks in the browser to reveal more information, including the network's population, the name of the founder, the group's net worth (shown in credits), wins, kills, mic policy, languages, region, and a message of the day. Keep browsing networks until you've found one you'd like to join. Networks that are open to the public can be joined immediately, putting you in instant contact with any members online. You can join multiple networks, so don't feel you've abandoned one for another. Feel free to hop around from one network to the next until you've found an active group of players ready to start a match.



Network Name:
Clan Tag:
Attitude: Social
Category: <ANY>
Play Time: <ANY>
Members: <ANY>
Membership: Open to the Public
Mic Policy: <ANY>

Network:	Members:
[RDIT] Reddit	26053
[RJ] RocketJump	19112
[RAMS] LA Rams	14489
[GAF] NeoGAF	10174
✓ [RSPN] Respawn	1114
✓ [SLTH] I Love Sloths	31
[ADV] The Advocate Network	25
[MEAT] Brisket Fans	17
[FACT] True Videogame Facts	12
[RAGE] Testing Community Creation	12
[ZMBO] Zombo.com	11
[DAD] Titanfall Dads	10
[LEAD] The Bubblemen	10

✓ = Verified Network

Message of the Day:
I want to hug all the sloths!

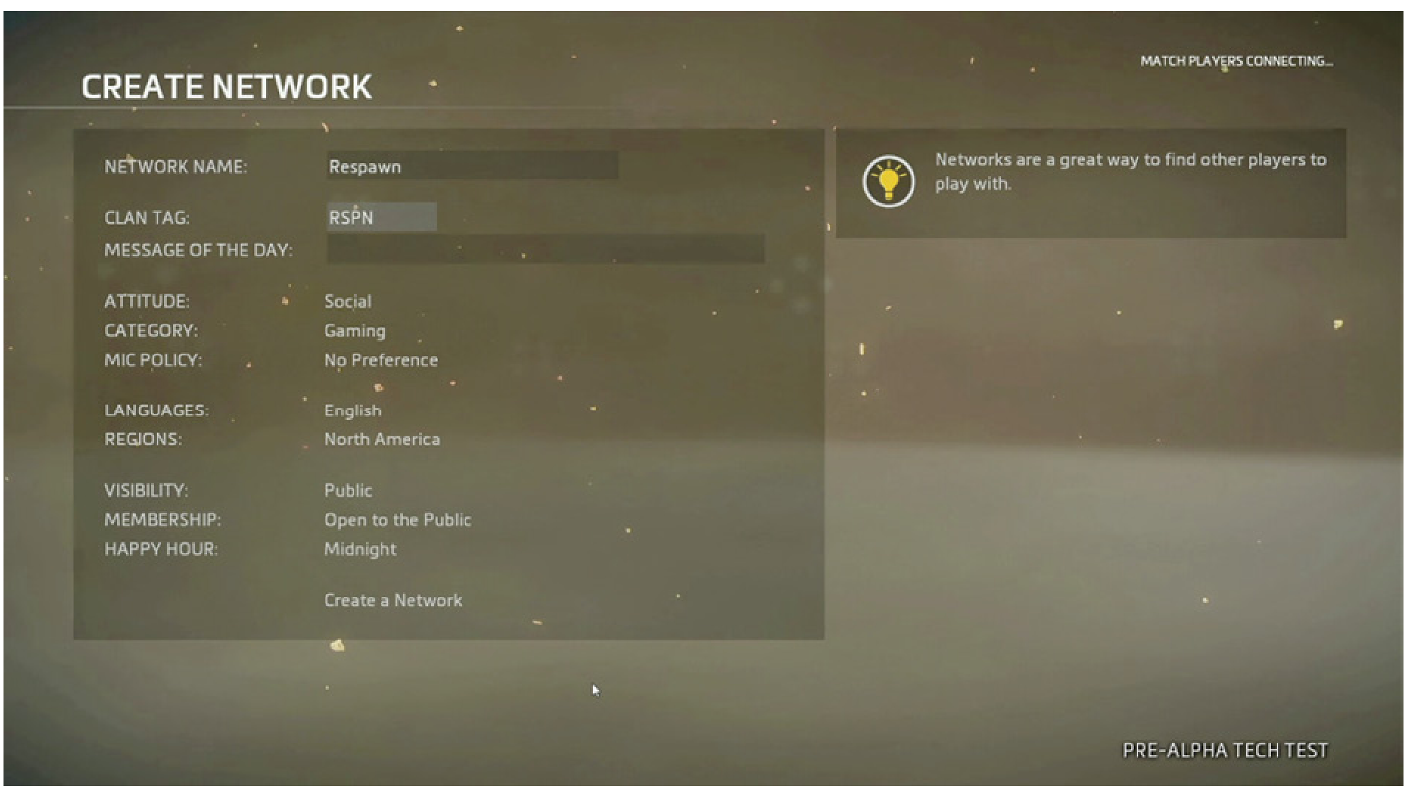
NETWORK | #[SLTH] I Love Sloths

Founder: jon
Net Worth: 30,703
Members: 31
Membership: Open to the Public
Happy Hour: 1 AM
Wins: 50
Kills: 93
Attitude: Social
Category: Lifestyle
Mic Policy: No Preference
Visibility: Public
Languages: English
Regions: North America, Europe, South America

Surely with this many networks available you can find one that piques your interest. Look, this one is for sloth aficionados.

CREATING A NETWORK

If you prefer, you can start your own network from the Admin submenu within the browser. First, you'll need to come up with a unique network name. Try to be as descriptive as possible, as this is what other players will see when they're browsing. Next, you can choose a unique clan tag, consisting of up to four characters. Try to match your clan tag to the network name, using an acronym, if necessary. There are a number of other settings you can set, as well, including your network's attitude, category, microphone policy, languages, and region. Next, choose whether your network is visible to the public or not. If your network isn't visible, you'll need to send invites to potential members. Membership can also be adjusted, making the network private or open to the public. Finally, select a time for your network's Happy Hour and write a message of the day to finalize your network's settings. As admin, you can adjust these settings at any time.



NETWORK NAME: Respawn
CLAN TAG: RSPN
MESSAGE OF THE DAY:
ATTITUDE: Social
CATEGORY: Gaming
MIC POLICY: No Preference
LANGUAGES: English
REGIONS: North America
VISIBILITY: Public
MEMBERSHIP: Open to the Public
HAPPY HOUR: Midnight

Networks are a great way to find other players to play with.

Can't find a network you want to join? Create your own! It's as simple as filling out this form.

HAPPY HOUR

Every network has a Happy Hour where members can earn five merits by playing a match. So be sure to take note of when you network's Happy Hour is and play at least one match during that hour to earn the bonus. You're limited to one Happy Hour bonus per twenty-four-hour period. So you can't jump around from one network to the next to quickly gather merits. Instead, find a network that has a Happy Hour that fits your schedule and endeavor to meet up with members to participate in a match. Over time, you'll probably encounter the same players and build a rapport. Playing with other members you're familiar with is far more fun and rewarding than playing with strangers.

TITANFALL 2

Multiplayer

Identity

The options in the Identity menu allow you to further customize your online persona by selecting a faction and by assigning callsign banners and patches.

FACTION

In multiplayer, you're not directly affiliated with the Militia or the IMC. Instead, you're a freelance Pilot, attached to an independent faction. There are a total of six factions. Commander Sarah Briggs' Marauder Corps is the first faction available, but others are unlocked as your Pilot levels up. Alternately, you can unlock any faction for 200 credits. At the start of a match, your faction commander provides a quick briefing before you deploy. The commander maintains contact throughout the match, informing you of significant events.

MARAUDER CORPS

Commander:	Sarah Briggs
Unlock Level:	1
Unlock Cost:	N/A
Commander Sarah Briggs leads the Militia SRS' Marauder Corps. Having grown up an orphan on the Frontier, she now dedicates her life to building a future free from IMC control. The Frontier is her home, and the Militia is her family.	

ARES DIVISION

Commander:	General Marder
Unlock Level:	25
Unlock Cost:	200 credits
General Marder sees the IMC's war with the Militia as the main obstacle to humanity's evolution on the Frontier. Employing mercenaries to minimize IMC losses, Marder's ARES Division seeks "emergent technologies" to solve the problem.	

APEX PREDATORS

Commander:	Kuben Blisk
Unlock Level:	12
Unlock Cost:	200 credits
Kuben Blisk is the leader of the Apex Predators, one of the most ruthless mercenary units on the Frontier. To him, this isn't his war; he doesn't care which side he fights for. As long as the paycheck's good, he'll get the job done.	

VINSON DYNAMICS

Commander:	Ash
Unlock Level:	33
Unlock Cost:	200 credits
Ash is a Simulacrum rebuilt by Vinson Dynamics after destruction of the Automated Testing Facility on Typhon. Ash seeks to discover the secrets of her past, and believes the answers lie in the data banks of the Remnant Fleet.	

THE 6-4

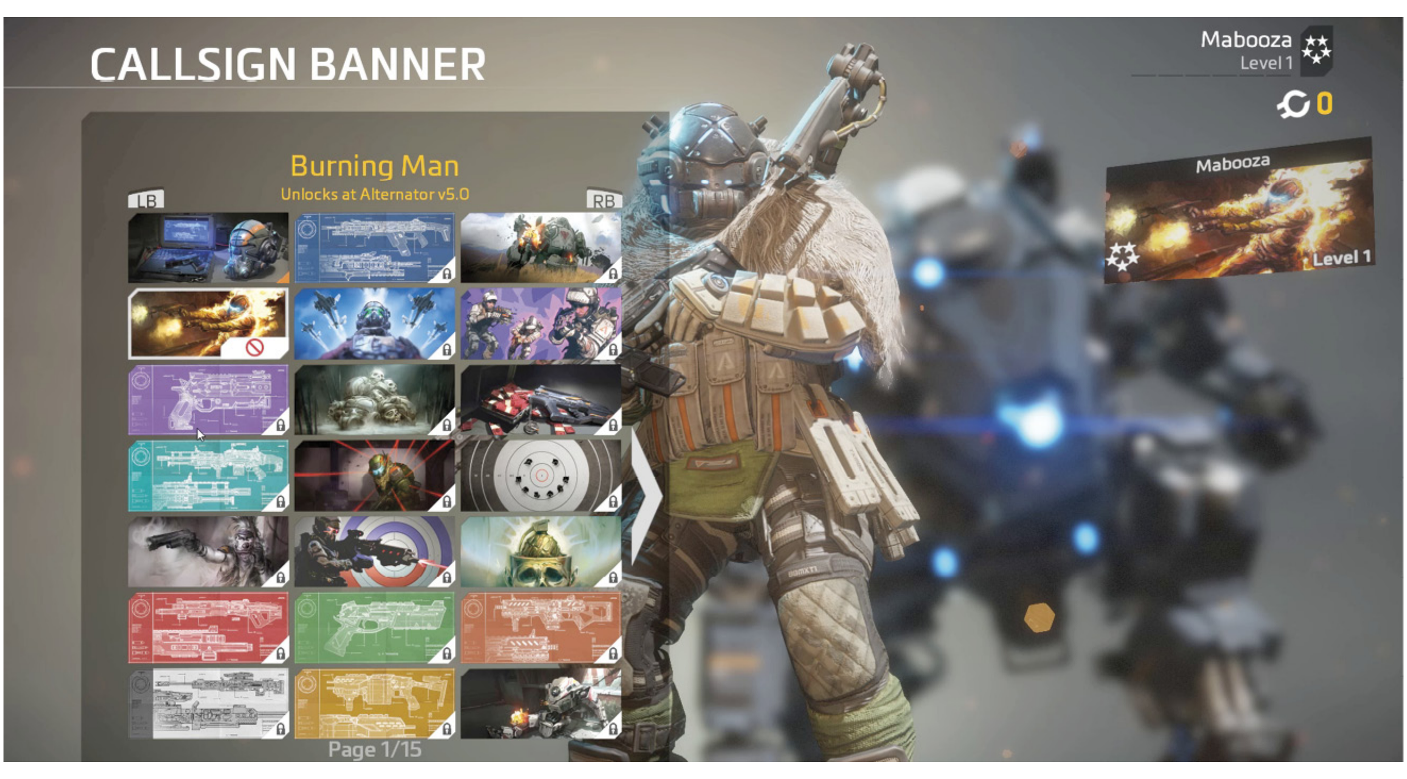
Commander:	Gates
Unlock Level:	18
Unlock Cost:	200 credits
Gates is a section commander of the 6-4, a freelance unit of elite Pilots. The 6-4 has a unique code of honor; they won't always work for the highest bidder. They want to protect the freedom of the Frontier—but on their own terms.	

ANGEL CITY ELITE

Commander:	Barker
Unlock Level:	39
Unlock Cost:	200 credits
Barker is an ex-IMC officer whose loyalties now lie mostly with a bottle of moonshine. Although he believes in the Militia's cause, he and his independent Angel City Elites now seek answers to other mysteries within the Frontier.	

CALLSIGN

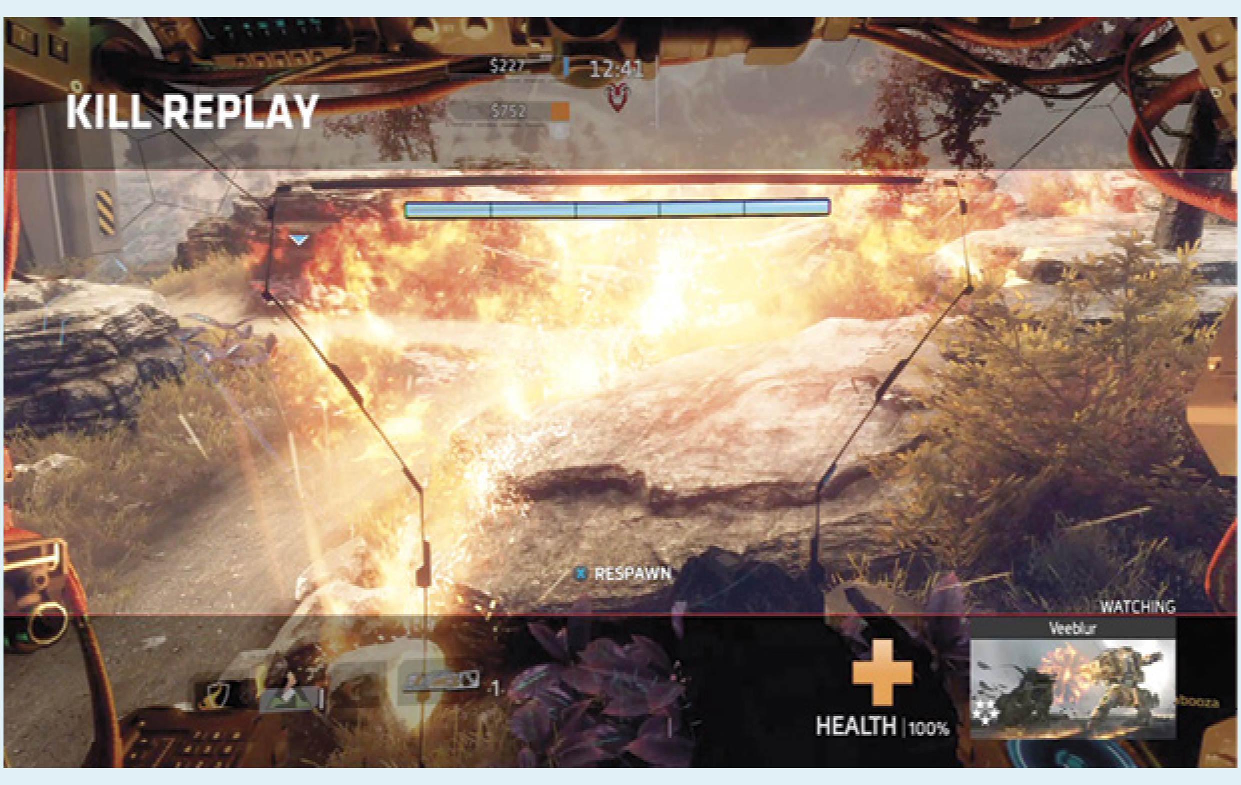
Under the Callsign submenu you can select from a variety of banners and patches. Callsigns appear throughout matches as you complete significant actions, such as scoring the first Pilot kill or deploying a Titan. They also appear during kill replays. New callsign banners are unlocked by leveling weapons. Patches appear in the bottom left corner of your banner, giving it a more customized appearance. These are unlocked as you earn new Pilot levels or level up Titans.



Banners offer a cool way to personalize your callsign. Gen weapons to unlock more banners.

KILL REPLAY

Your killer's callsign is prominently displayed during kill replays. If you start seeing the same callsign over and over, pay close attention—somebody has your number. Instead of respawning immediately, watch the reply and study where you made a mistake.



TITANFALL 2

Titans

Overview

Welcome to a new arsenal of Titans, Pilot. Get ready to experience some of the biggest upgrades you've ever seen. *Titanfall 2* has six all-new ways to think about Titans and how to operate them by giving you six very different Titans from which to choose. Each Titan is extremely customizable, which means even though each Titan has its own style, you can make each style even more your very own.

Take some time and read through this section to learn as much as you can about each Titan. This section details each Titan Kit, as well as each weapon and ability that the Titans have. This section will teach you some of the basics of piloting each Titan, and you can use these skills to bring your own personality to your Titan, or read some of the advanced strategies to see how to take your game further.

TITANFALL 2

Titan kits are available to all Titans; these are selectable additions to your Titan that can change the style at which you perform some actions. Each kit is different, and they affect different parts of the Titan, so pick the one that you need most for the map and game mode you are about to play, because it can make the difference. Here are each of the Titan kits, what they do, and a little bit about how to use them.

TITAN KITS

ASSAULT CHIP

Description: Improves Auto-Titan precision and enables the use of offensive and utility abilities.

FIELD NOTES

The Assault Chip is one of the kits that you can use right at the beginning of the game and does not require being unlocked. It is a great kit to use when just starting out, especially if you are new to Titanfall, because it makes the Auto-Titan a bit smarter and protects you a bit more while you're not in it. Something you should consider as you become versed in the Frontier and get a bit better at the game is disembarking your Titan in a key location and doing one of two things. The Assault Chip helps the Auto-Titan attack incoming threats a little better than a normal Auto-Titan. Overall, the AI on the Auto-Titans is far better than the previous installation of Titanfall, but with the Assault Chip you would be surprised by how well it can hold off a point by itself.

STEALTH AUTO-EJECT

Description: Automatically eject and Cloak when your Titan is doomed, preventing Pilot death.

FIELD NOTES

The Stealth Auto-Eject Titan Kit is something that you should consider if you're a Pilot that likes to wait until your doomed Titan is just about to finally explode to eject. Unless you're really good at getting out in time, sometimes something can surprise you, leaving you with zero time to eject—which makes this Titan kit incredibly useful. In normal circumstances, this kit works well because as players get better, they will be able to shoot you out of the air pretty easily. This kit will protect you a lot more after you eject, especially in an outnumbered situation where you just want to get out of town.

TURBO ENGINE

Description: Adds one extra dash.

FIELD NOTES

Having one extra dash is crucial in many different situations, especially for Titans that don't have a single dash. Ogre chassis Titans are large and heavy, and they also have a decently large amount of armor. But the one thing they don't have is the ability to boost them in a desired direction, unless they have Turbo Engine equipped. This is not the only benefit to equipping Turbo Engine though. Even Stryder chassis class Titans can benefit from Turbo Engine. Titans such as Ronin have a major strength, and that is their speed. Imagine being able to sprint and dash from one side of the map without having to stop; you can control entire sections of any map by yourself, which can give you one of the largest advantages in the game. Turbo Engine is one of the most powerful kits, if you take some time and learn how to put it to the most use.

OVERCORE

Description: Your Titan starts with a 20 percent head start on their Core's build time.

FIELD NOTES

Overcore is for the Pilot that loves to use their Core as often as possible, and when your team needs one in a pinch. Overcore only effects your Titan's Core right after Titanfall, so after it's used the first time and you reset your Core, you do not have that 20 percent bonus again. Because of this fact, it is best used in the middle of a heated battle or during any match of Last Titan Standing. Every Core has a very powerful play when you're using it. However, some Cores have very different uses than others, which means using this kit on a certain Titan on a particular mode is what makes this kit very unique. For example, using Overcore with Scorch's Flame Core would be a good idea for Last Titan Standing. In LTS you want to use Overcore when more enemy Titans are alive so that you can do the maximum amount of damage.

NUCLEAR EJECTION

Description: Ejecting while doomed causes your Titan to detonate its Core, causing nearby enemies massive damage.

FIELD NOTES

Nuclear Ejection is a dangerous Titan kit that can get rid of a lot of enemies when you're in a dire situation. The best time to use this is when you have the enemy backed into a corner or when you are in a close-quarters fight as soon as your Titan is triggered into doomed state. Close quarters is a dangerous spot to be in no matter what, but depending on your Titan, you might be helpless no matter what and need to back away quickly. However, sometimes it's too late, and you have no choice but to eject. Well, the best way to get revenge on your enemy is to eject with a little bit of nuclear explosion in their face. Be careful not to eject with a roof above your head though, because bouncing right back down onto your Titan's location would be a terrible idea.

COUNTER READY

Description: One extra Electric Smoke countermeasure.

FIELD NOTES

One of the most common items used in the game is the Electric Smoke. Whether it is being used by a Pilot or Titan, it is one of the most effective ways to deter Pilots from attacking you, or even counterattack them. If you can only use one of the most effective items in the game once, wouldn't you like to use it twice per Core generation? As you may know, you are not able to use the Electric Smoke right away. You have to earn it as you earn your Core. The same goes for both Electric Smoke uses. The best use of Electric Smoke is when you are being rodeo attacked by an enemy Pilot; crouch down and trigger Electric Smoke. You must do this as soon as you see another Pilot on your Titan's back, because if you do it too late, opponents will be able to damage you before you are able to kill them. Being able to use this twice, especially when you become a huge target for the other team, is incredible powerful.

TITANFALL KIT

DOME-SHIELD

Description: Protects your Titan after Titanfall.

FIELD NOTES

Dome-Shield is a classic customization ability that has been brought back for a very good reason. Once you initiate Titanfall, your Titan will drop from the sky. Once the Titan hits the ground, a large energy dome will cover the Titan. There are several reasons why this is useful, as well as strategic, against enemies.

Something to remember about the Dome-Shield is that it doesn't prevent Pilots or enemies from entering the shield, but it does damage them once they cross the threshold. This makes for a great tactic when you want to strike the final blow on an enemy Titan, as you can initiate Titanfall on their position. The drop damage will do quite a bit to the enemy Titan—or even kill them, under the right circumstances.

WARPFALL

Description: Faster, warped-in Titanfall.

FIELD NOTES

Because of the advanced technology in the Frontier, warped Titanfall is something that can truly benefit specific situations. The Warpfall will force your Titan to hit the ground, ready for you to embark much more quickly than normal.

TITANFALL 2

Ion

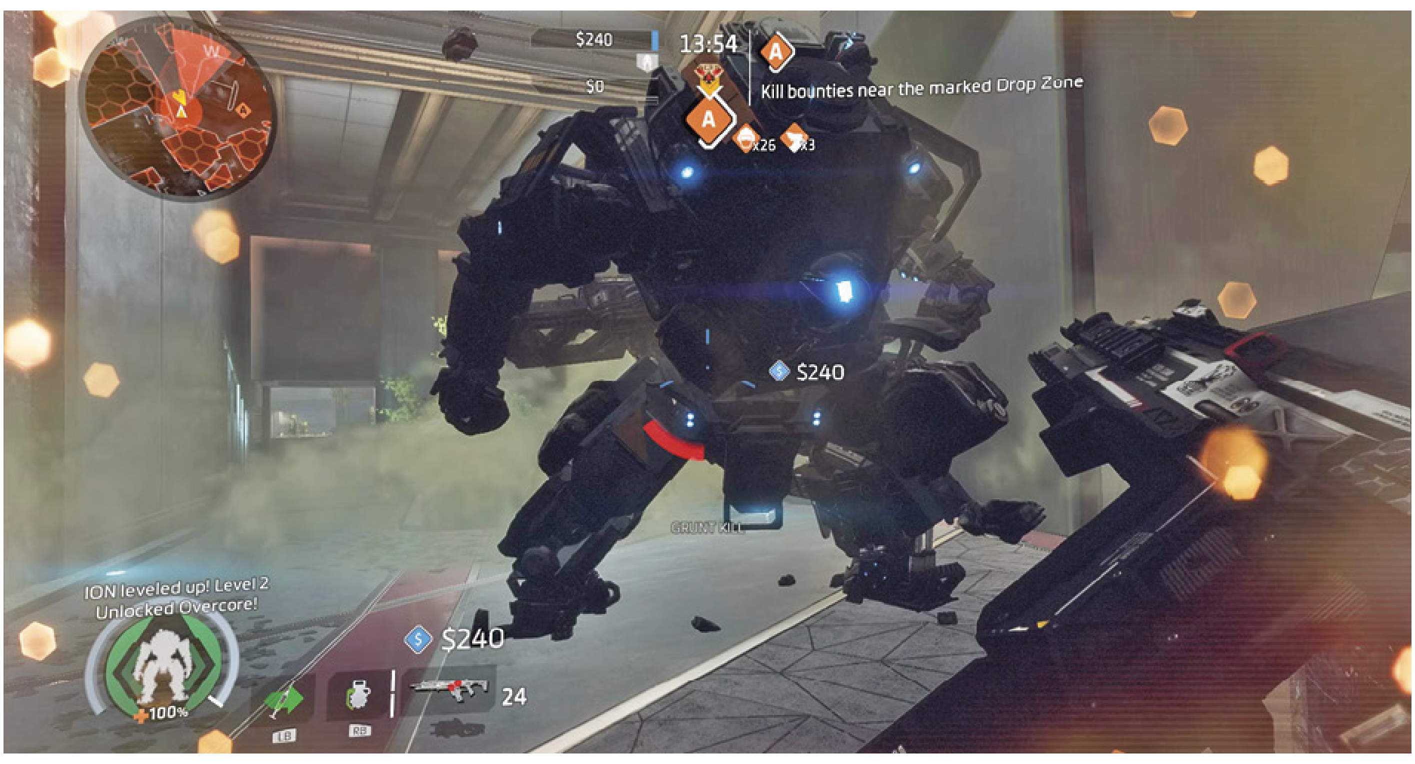
DAMAGE: ★☆☆ **HEALTH:** ★★☆ **MOBILITY:** ★★☆

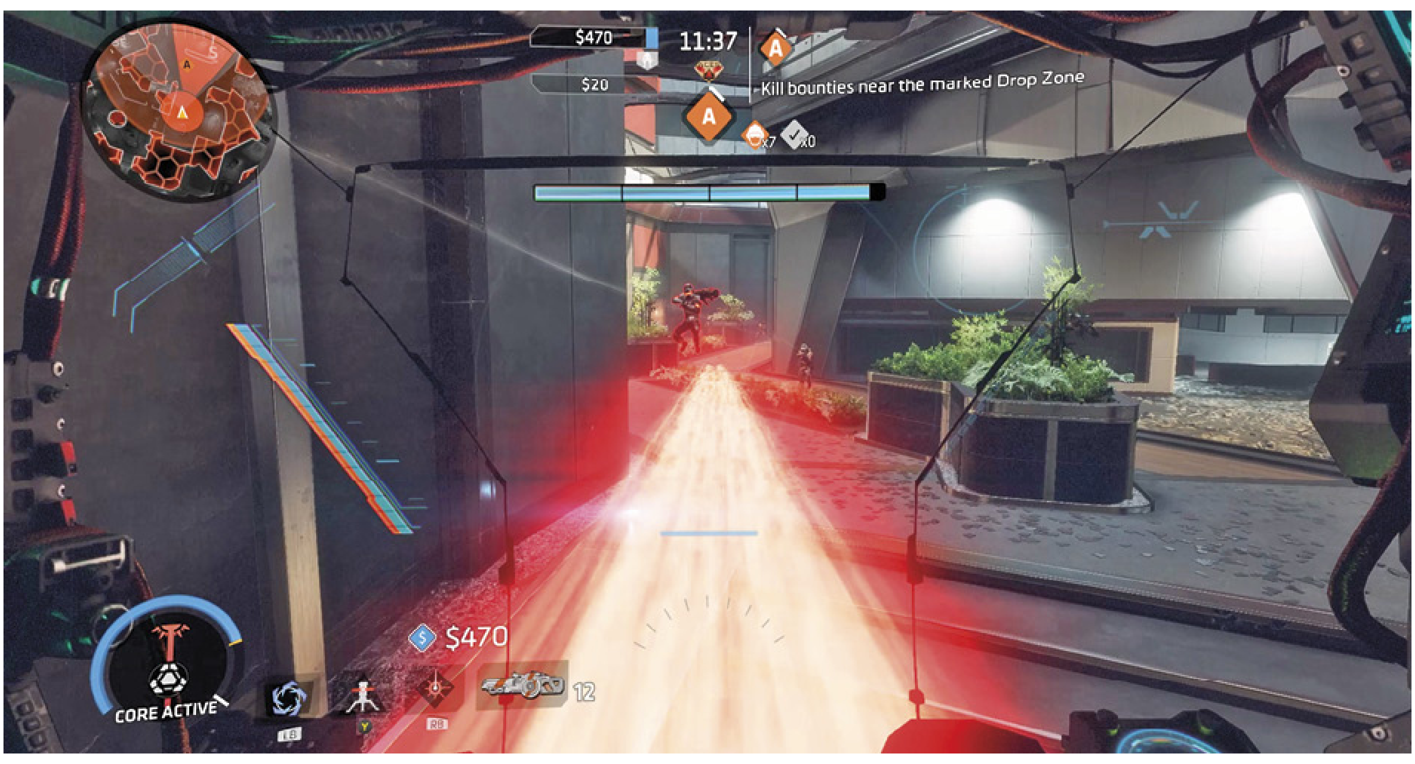
GENERAL DESCRIPTION

Ion is your all-around Titan that is good at almost everything, with the exception of one particular action. Ion is equipped with the Splitter Rifle, which has two different modes: a single-shot mode, which is default and does a medium amount of damage to enemies and the alternate shot, which fires three shots closely grouped together in a horizontal pattern. The second of these uses more energy.

STRATEGY

Energy is something that is unique to Ion, indicated by a bar on the left-hand side of your HUD. Virtually everything that Ion utilizes uses up energy, and that energy replenishes over time—but it is to keep you from continuously using your abilities. This means you need to plan out what you're doing and use each power wisely. As Ion's secondary abilities go, Ion is equipped with a Laser Shot, which is a high-precision laser, and it will do a high amount of damage, but you have to be accurate with it. Ion is equipped with a Trip Wire that can be dropped to block the path of an enemy Titan as they are chasing you. Finally, as a defense mechanism, Ion has the classic Vortex Shield, which can both block attacks and projectiles and launch them back in the direction you are facing.





ION ABILITIES

ICON	NAME	DESCRIPTION
	Laser Core	Heavy, chest-fired laser cannon. *
	Laser Shot	Precision shoulder laser.*
	Vortex Shield	Blocks and returns incoming fire.*
	Tripwire	Laser-triggered explosive mines.*

**Drains energy*

ION KIT

ICON	NAME	DESCRIPTION
	Entangled Energy	Splitter Rifle critical hits restore energy.
	Zero-Point Trip Wire	Trip Wire deployment uses zero energy.
	Vortex Amplifier	Increases Vortex Shield's return damage output by 20 percent.
	Grand Cannon	Laser Core lasts longer.

TITANFALL 2

Titan Variants

Scorch

DAMAGE: ★★★ **HEALTH:** ★★★ **MOBILITY:** ★☆☆

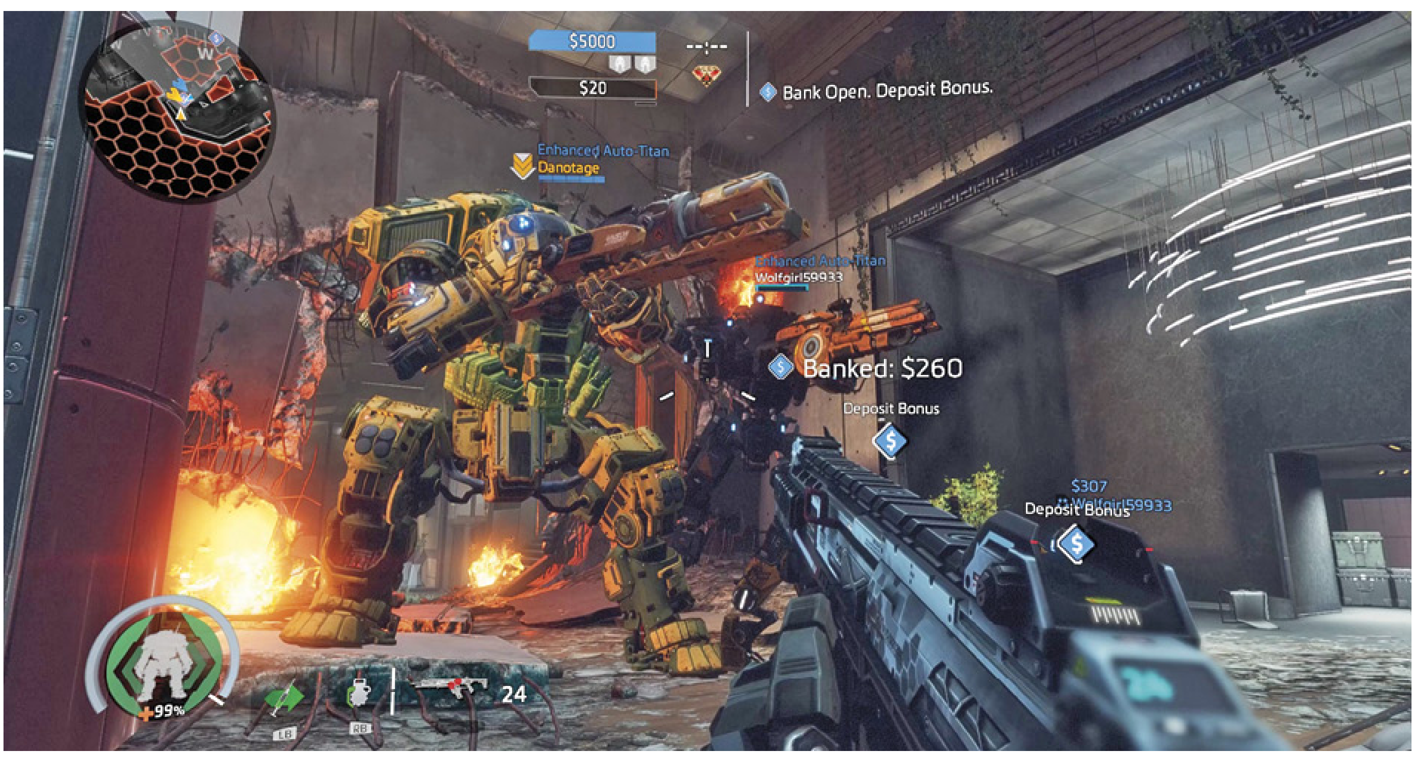
GENERAL DESCRIPTION

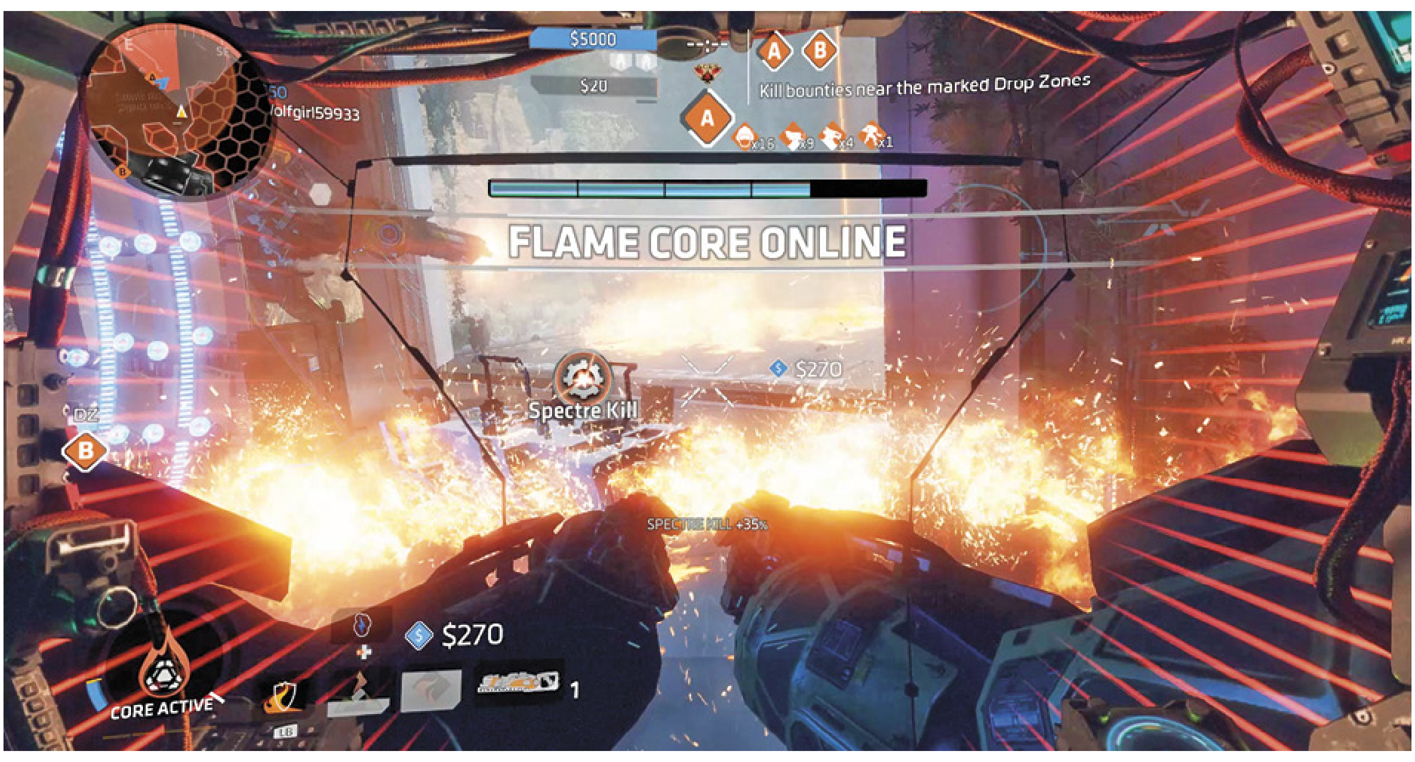
Scorch is an incredibly powerful Titan. Equipped with an Ogre chassis, Scorch has quite a bit of armor, and in most cases you will need it. Excelling in both medium and short ranges, Scorch is quite a focused Titan, but it is more powerful than most at either range. Maps like Boomtown and Crash Site are where you will get the most out of this Titan, but there are a few different loadouts that can counter long-distance threats on other maps. If you really fall in love with Scorch, which is easy to do, pick your loadout carefully. A good loadout choice could sacrifice the strength of this Titan, but keep it alive a lot longer under certain circumstances.

STRATEGY

Fire is the essence of Scorch, and as its namesake indicates, this Titan is made for full-on offense. Obviously with a Titan like Scorch, you want to do everything you can to stay close to the enemy and not let them get away. Now, because of the speed of the Ogre chassis, you may need some extra help. Equip Turbo Engine to give your Titan a boost, a boost that this Titan has none of by default. This won't give you the ultimate speed that you need to keep up with Ronin or Northstar, but it won't leave you helpless in some close situations.

Utilize Scorch to the best of its ability by setting Incendiary Traps wherever possible. The best place for Incendiary Traps is in narrow pathways or directly underneath a Titan that is already in combat. Scorch is the best at dealing constant damage over time because of the spreading flame. Try not to overlap your Incendiary Trap with the Firewall to help spread out the damage. One of the major defenses that Scorch has is the Thermal Shield; it does not capture any ordnance or expended ammunition, but it will destroy it, as well as other Titans that come close. You always have the option to melee your opponent, but if you still have charge in your Thermal Shield, it will do more damage.


$5000
$20
--:--
Bank Open. Deposit Bonus.
Enhanced Auto-Titan
Danotage
Enhanced Auto-Titan
Wolfgirl59933
Banked: $260
Deposit Bonus
$307
Wolfgirl59933
Deposit Bonus
99%
LB
RB
24


$5000
$20
--:--
A
B
Kill bounties near the marked Drop Zones
olfgirl59933
A
x16
x9
x4
x1
FLAME CORE ONLINE
Spectre Kill
$270
DZ
B
SPECTRE KILL +35%
$270
CORE ACTIVE
LB
1

SCORCH ABILITIES

ICON	NAME	DESCRIPTION
	Flame Core	Thermite shock wave that engulfs targets along its path.
	Firewall	Fires a directed wall of thermite.
	Thermal Shield	Melts incoming fire and burns nearby enemies.
	Incendiary Trap	Fills an area with thermite, ignitable gas.

SCORCH KIT

ICON	NAME	DESCRIPTION
	Wildfire Launcher	Increased thermite from the T-203 Thermite Launcher.
24	Tempered Plating	Decreased self-damage from your own thermite.
24	Inferno Shield	Increased damage and duration for Thermal Shield.
24	Fuel for the Fire	Firewall lasts longer.

TITANFALL 2

Titan Variants

Northstar

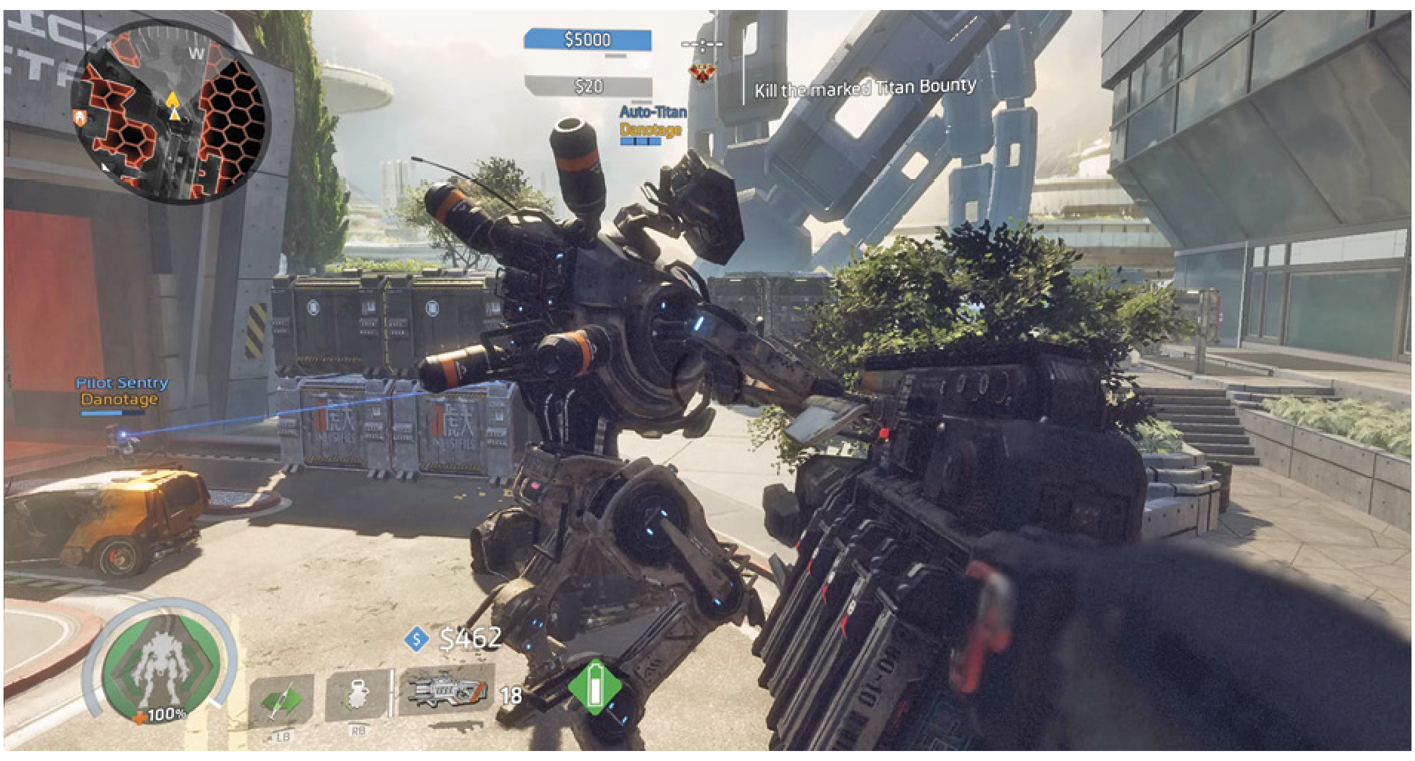
DAMAGE: ★★★ **HEALTH:** ★☆☆ **MOBILITY:** ★★★

GENERAL DESCRIPTION

Northstar is the specialist Titan that focuses on taking out the key Titan in any given situation. When an opposing team has that one Titan that is perfect for the map and the game mode, and has a great Pilot on the controls, you call in Northstar to take him or her out. Northstar has a long-range Plasma Railgun, which has the ability to charge itself for a more powerful shot. Another powerful feature Northstar contains is the capability of flight, which can give any Pilot a view of the land. This, by itself, is a powerful ability, but Northstar Titans are also able to fire over obstacles that no other Titan can.

STRATEGY

The main strategy for Northstar is to find your angle and treat your Titan like you would your sniper rifle: it is a weapon and it takes a little bit more thought than when you're equipped with an assault rifle. When you are running around with an assault rifle, you might be more worried about where the enemies are and how you can surprise them. Whereas, when you're acting as a sniper, you have to be the one who preys on your target and sometimes waits for them to find you and your crosshairs. Since Northstar is equipped with the Stryder chassis, attacking the enemy head-on is never a good idea. Take your time, learn the battlefield, and move carefully, but learn how to use your Tether Traps in order to keep attacking enemy Titans off of your back.



$1186
$0
11:54
Kill the marked Titan Bounty
REVOLVER
$106
$106
CORE ACTIVE

NORTHSTAR ABILITIES

ICON	NAME	DESCRIPTION
	Flight Core	Hover, unleashing rockets at targets below.
	Cluster Missile	Creates sustained explosions on impact.
	Tether Trap	Mine that locks down nearby enemy Titans.
	VTOL Hover	Vertical takeoff hover.

NORTHSTAR KIT

ICON	NAME	DESCRIPTION
	Piercing Shot	Plasma Railgun rounds fire through targets.
24	Enhanced Payload	Cluster Missile's secondary explosions hit a larger range and last longer.
24	Twin Traps	Tether Trap fires two traps.
24	Viper Thrusters	Move faster during Flight Core.

TITANFALL 2

Titan Variants

Ronin

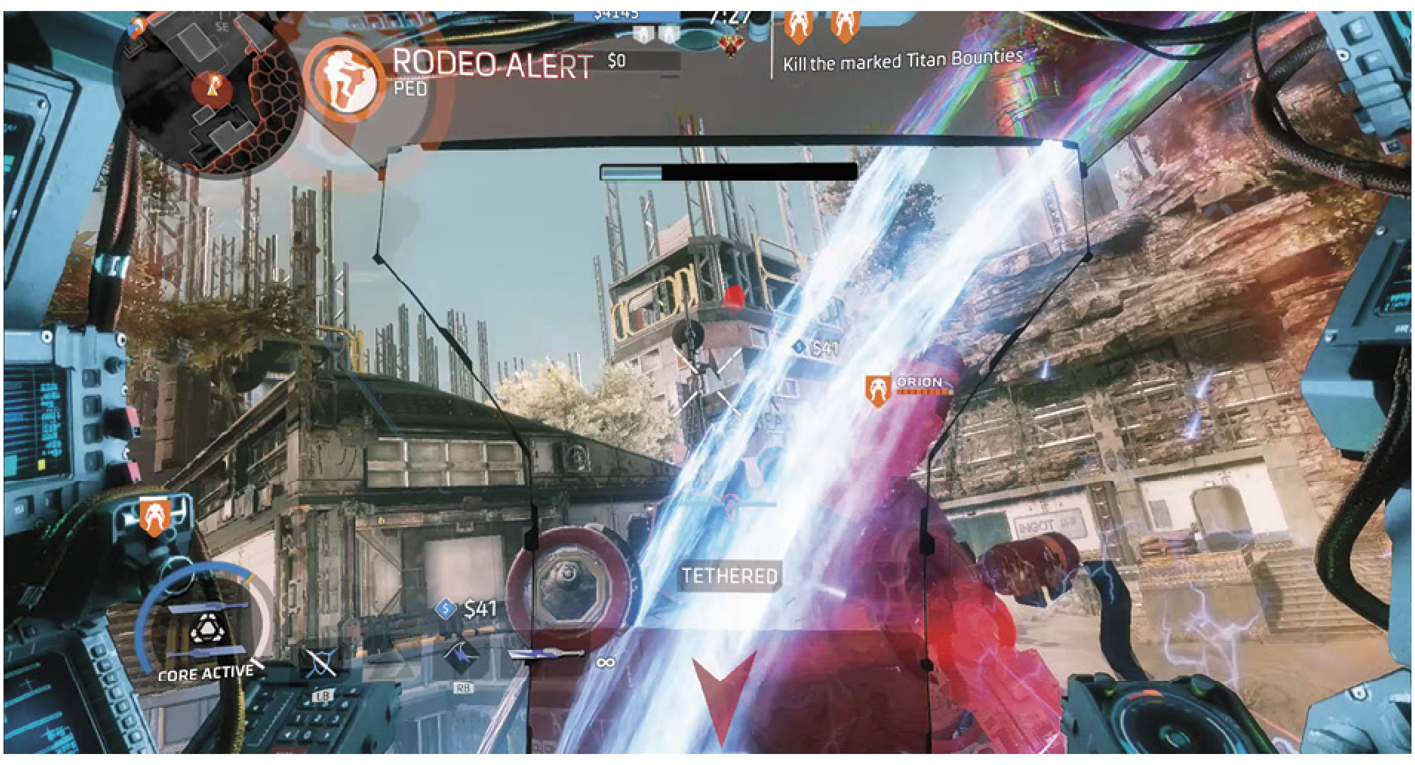
DAMAGE: ★★☆ **HEALTH:** ★☆☆ **MOBILITY:** ★★★

GENERAL DESCRIPTION

Ronin knows how to throw a party, and is the best dancer on the dance floor. Ronin has both speed and a stronger melee damage than any other Titan in the game has. Ronin is equipped with a Titan Sword and can easily overwhelm the opponent. Ronin is also equipped with the ability to Phase Dash, which takes the Stryder chassis to its limit by giving Ronin even more mobility than just speed and agility. Thrust yourself in any direction like a normal dash while also being able to phase through enemies.

STRATEGY

When controlling Ronin, you must always stay mobile much like a Pilot. Ronin works well on maps with a great deal of tall cover, especially when your Titan is equipped with Ricochet Rounds. Being able fire around corners will keep your Titan protected, while dealing damage to the enemy. You always want to keep the enemy Titan guessing, so utilizing Phase Dash to the fullest should get you right in the enemy's face where you can use your Titan Sword to attack and phase through to the other side and attack them from a different position. Remember to use Arc Wave when the enemy starts to get away from you, because the amount of damage that you can deal while they're running away is devastating.



9:25
A
B
Kill bounties near the marked Drop Zones
$0

RONIN ABILITIES

ICON	NAME	DESCRIPTION
	Sword Core	Electrifies broadsword, empowering attacks and Sword Block.
	Arc Wave	Slows and damages enemies.
	Sword Block	Reduces damage from incoming fire.
	Phase Dash	Quick, directional phase shift.

RONIN KIT

ICON	NAME	DESCRIPTION
	Ricochet Rounds	The Leadwall's rounds bounce off surfaces.
	Thunderstorm	Arc Wave has two charges.
	Temporal Anomaly	Phase Dash is available more often (shorter cooldown).
	Highlander	Titan kills extend the duration of Sword Core.

TITANFALL 2

Tone

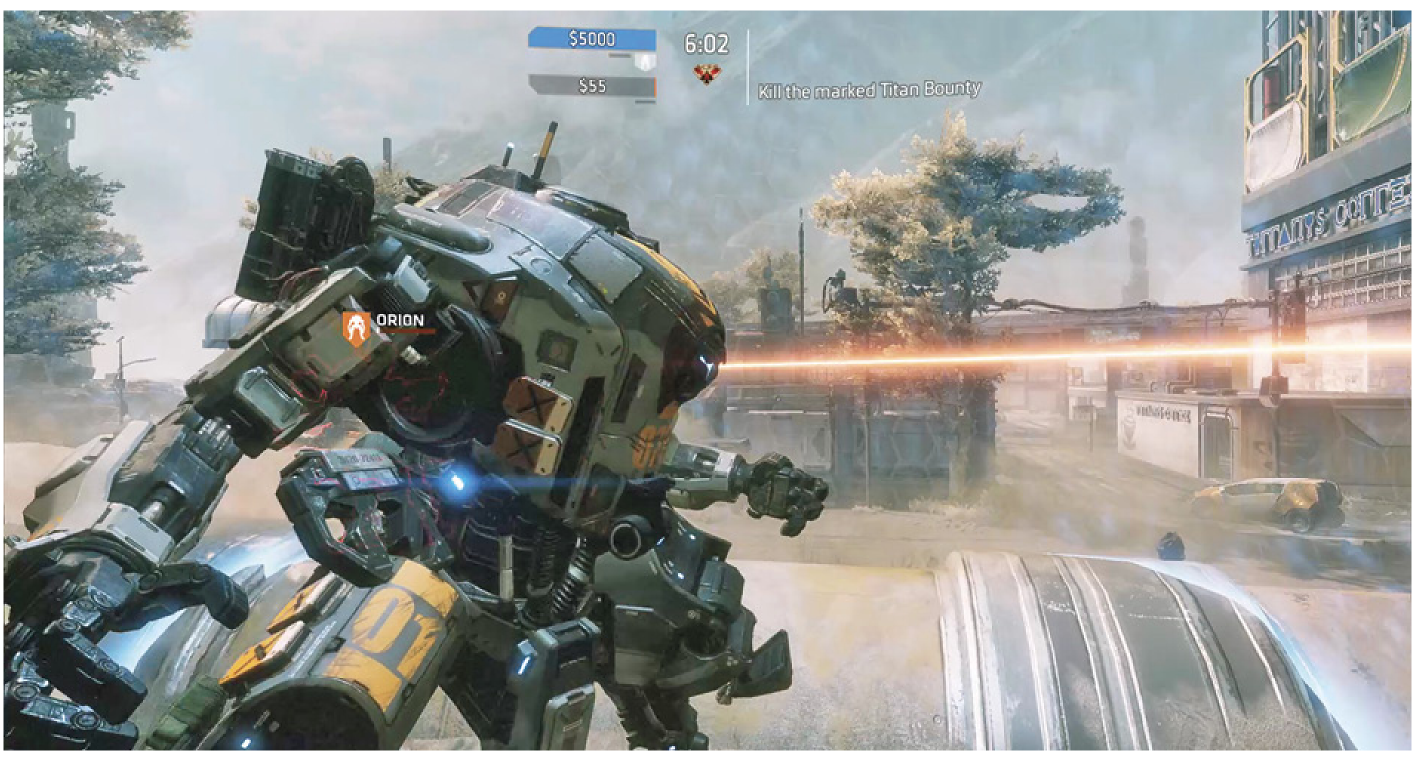
DAMAGE: ★★☆ **HEALTH:** ★★☆ **MOBILITY:** ★★☆

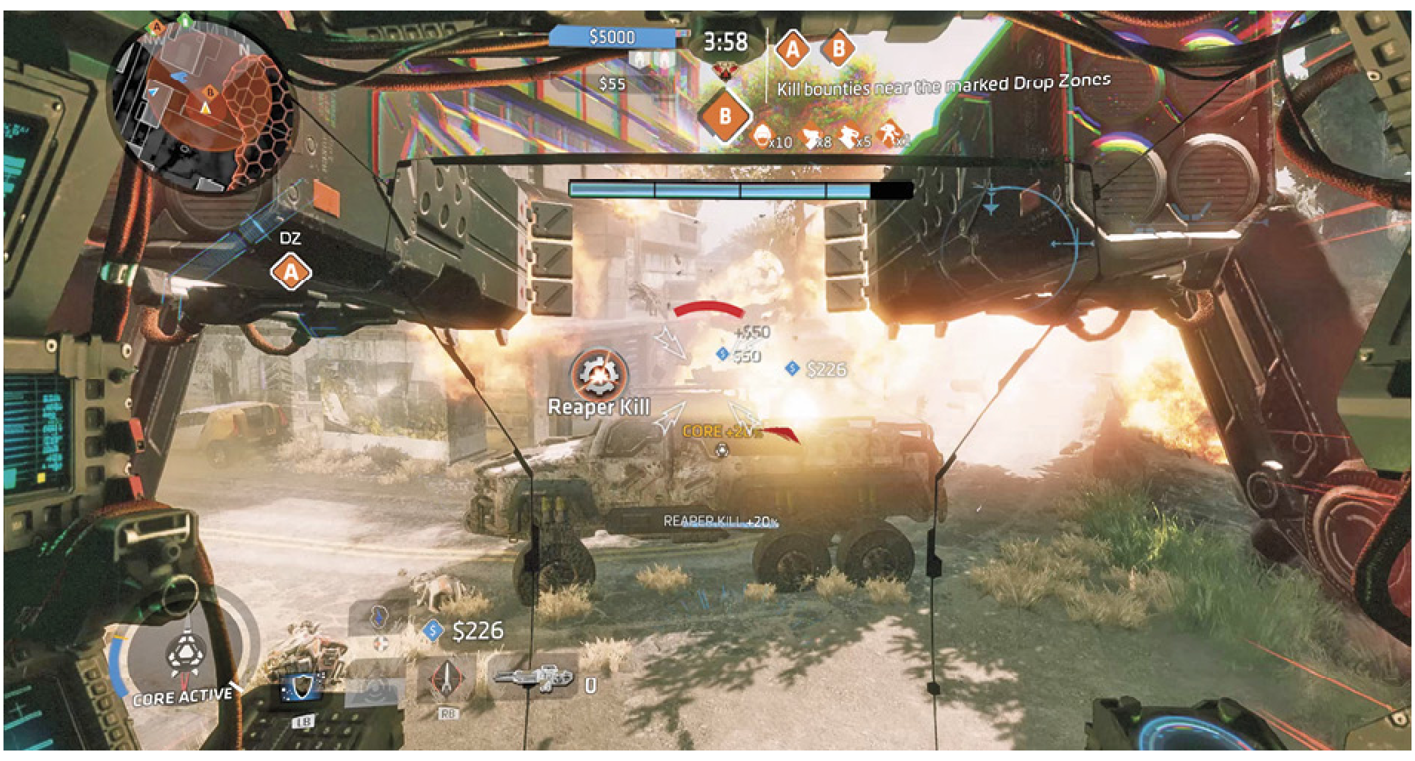
GENERAL DESCRIPTION

Tone is the Titan with some of the most tech and is a very well-rounded Titan loadout. Tone is loaded with the Atlas chassis, which makes it very versatile, meaning it has a decent amount of speed as well as enough armor to take a few hits before anything major happens. Equipped with the 40mm Tracker Cannon, you, the Pilot, will have to gain a decent grasp on the accuracy of the weapon because Tone's major damage dealers require it. Tone is also equipped with a Sonar Lock, which gives you an idea of where your next threat is and how to deal with it effectively. For defense, Tone has the ability to drop a Particle Wall, which prevents a limited amount of fire.

STRATEGY

Tone is a Titan that is built for both offense and defense. It is also a Titan meant to take advantage of every opportunity, which means you need to keep your eyes peeled at all times. Use your Sonar Lock as often as you can and make sure to get a little bit of distance with it. This way you can see what you're coming up against next. Using the Particle Wall is something you must be particular about because setting it out in the open area of any map still allows it to be rotated around, thus bypassing the shield. Place the shield in narrow corridors or hallways, making it impossible to fire through or around. However, there is a counter to this that you should be aware of: Titans can walk through the Particle Wall, so back off and continue firing on the enemy to neutralize the threat. Time your Salvo Core so that there is no time for your target to find cover.





TONE ABILITIES

ICON	NAME	DESCRIPTION
	Salvo Core	Guided missiles that follow where Tone aims.
	Tracking Rockets	Fires missiles at fully-locked enemies. ** FULL LOCK-ON REQUIRED
	Particle Wall	Force field blocks incoming fire on one side.
	Sonar Lock	Reveals enemies in an area. (Establishes partial lock.)

TONE KIT

ICON	NAME	DESCRIPTION
	Enhanced Tracker Rounds	Critical hits apply two tracker marks on targets.
	Reinforced Particle Wall	Particle Wall lasts longer and blocks more damage.
	Pulse-Echo	After a short delay, Sonar Pulse echoes a second pulse.
	Rocket Barrage	Tracker Rockets fire two additional missiles.

TITANFALL 2

Titan Variants

Legion

DAMAGE: ★★★ **HEALTH:** ★★★ **MOBILITY:** ★☆☆

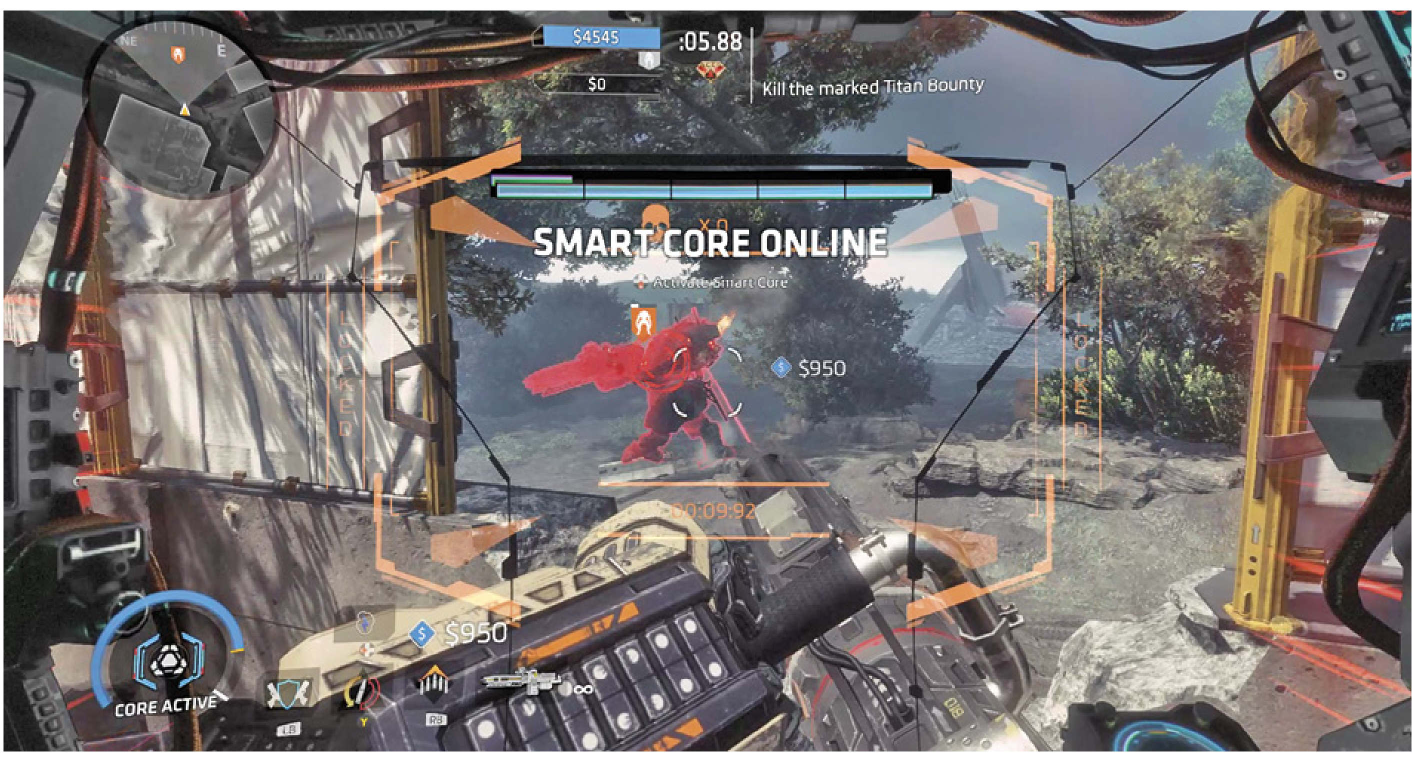
GENERAL DESCRIPTION

Legion is a large and brutish Titan, capable of forcing an offensive push at any time. Equipped with an Ogre chassis, Legion can take a punch, but don't expect him to get anywhere fast. The Predator Cannon has two different firing modes that compensate for two different ranges. There is a long-range mode, as well as a close- to medium-range mode, which also changes the alternate shot from a wide shotgun-type blast to a precise, powerful shot.

STRATEGY

Legion is excellent at setting the pace on the battlefield when you really need to. Use the Gun Shield to push forward, while staying protected and acting as a bodyguard for other hard-hiting Titans that can't quite take as many hits. Legion has a tough time moving while the Predator Cannon is spun up, but using Light-Weight Alloys will give you the movement speed you need, while maintaining the offensive advantage over most Titans at distance. It is extremely important to communicate with your team when you are pushing for any objective; being able to protect another Titan with great offensive capabilities makes your effectiveness rate more than double.

The Smart Core is one of the best weapons in your arsenal, but your timing must also be smart. Think about the Smart Core like you would think about the Smart Pistol, as it basically works the same way. The main difference is that instead of waiting for the weapon to lock, you can just keep firing to hit your targets. This is best used against multiple targets—both Pilot and Titan targets, at that.



$2990
$0
4:22
A
Kill bounties near the marked Drop Zones

LEGION ABILITIES

ICON	NAME	DESCRIPTION
	Smart Core	Automatic smart lock-on to targets.
	Power Shot	Close Range: Knocks back nearby enemies.Long Range: Damages all enemies in its path.
	Gun Shield	Shield deployed around the Predator Cannon.
	Mode Switch	Switch between close-range and long-range precision rounds.

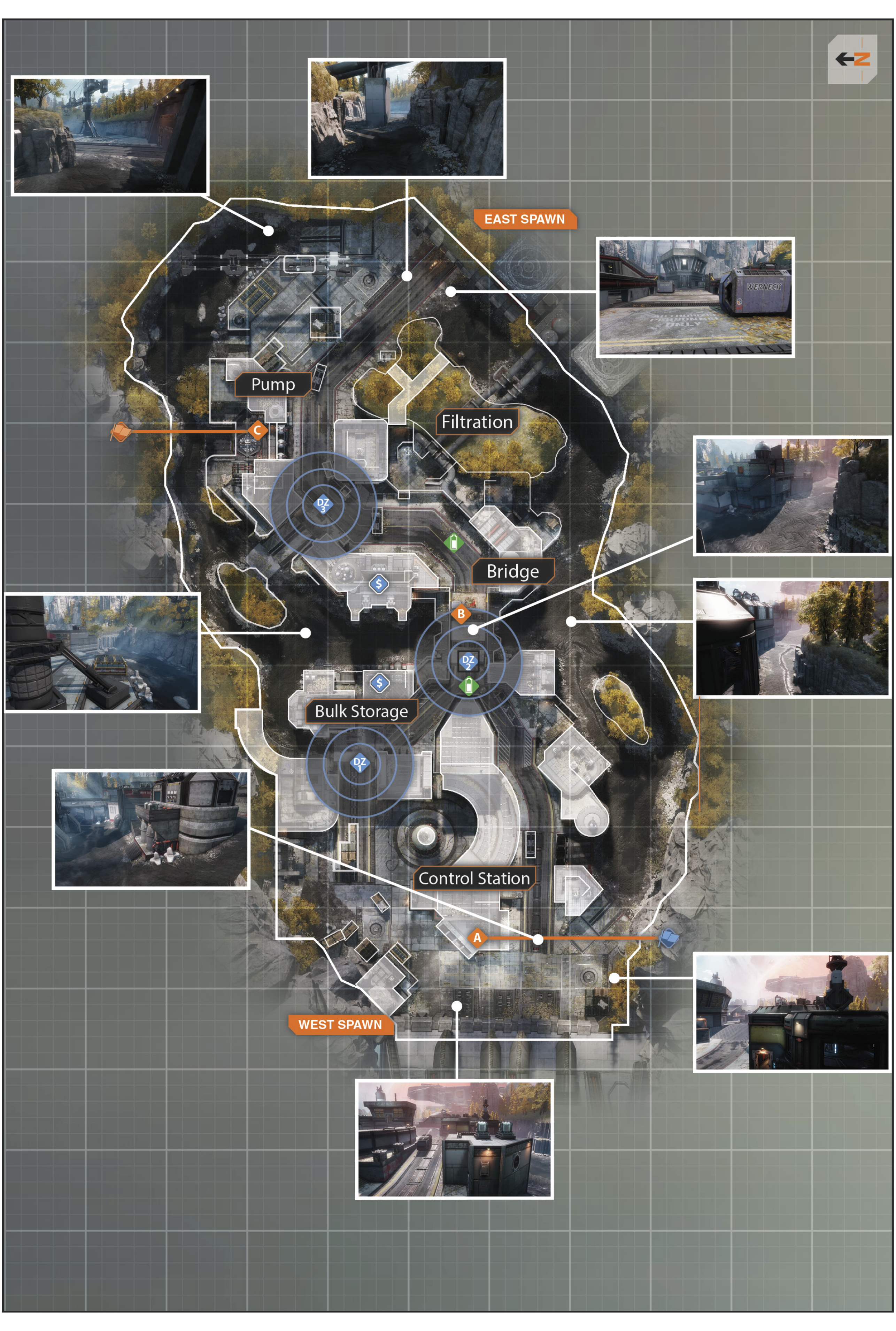
LEGION KIT

ICON	NAME	DESCRIPTION
	Enhanced Ammo Capacity	Increases the ammo capacity of the Predator Cannon.
	Sensor Array	Smart Core lasts longer.
	Bulwark	Gun Shield blocks substantially more damage.
	Light-Weight Alloys	Move faster while the Predator Cannon is spun up.

TITANFALL 2

Black Water Canal

Overview



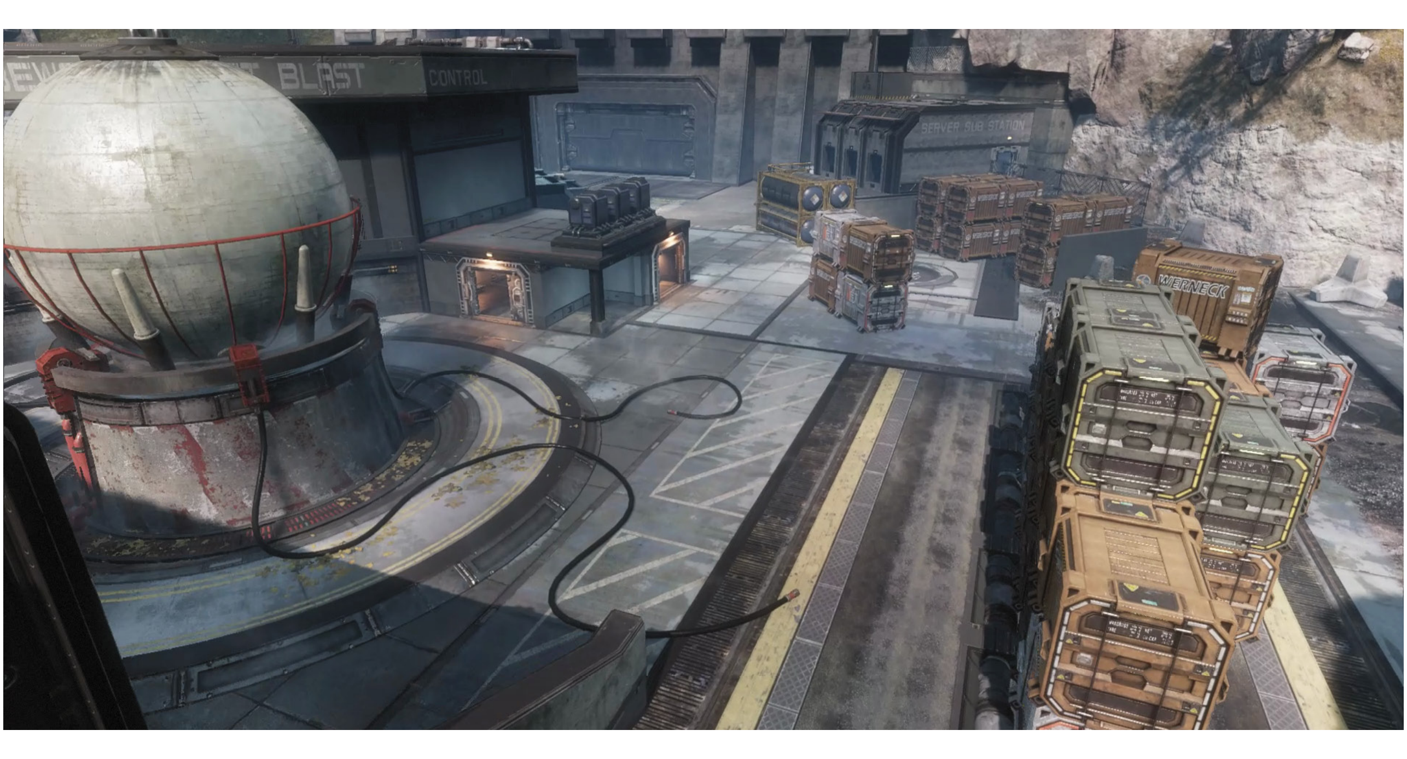
LEGEND	
▮	Last Titan Standing
A	Hard Point
BOUNTY HUNT	
DZ 1	Drop Zone
$	Bank
CAPTURE THE FLAG	
⚑	Blue Team Flag
⚑	Orange Team Flag

Black Water Canal is an IMC fueling station nestled deep in the rocky canals of the planet Cibus. Built as an early fuel storage facility in the Frontier by the original colonists, it rapidly became a key location for IMC ships to refuel, due to its prime location between Demaeter and Gridiron. Although it is still operated and managed by its founders, the Dionysys Corporation, the facility is owned by its parent corporation, the IMC.

Black Water Canal is built around three core lanes, with a major, central choke point. The densely arranged buildings, which border the primary lanes, allow Pilots to make isolated wallruns for quick maneuvers, as well as providing high ground advantages against Titans. Surrounding the station are wide, drained canals, which limit enemy visibility, and can be tightly controlled to prevent flanking. Pilots must be careful of falling into the canals, as that terrain is mostly easily dominated by Titans.

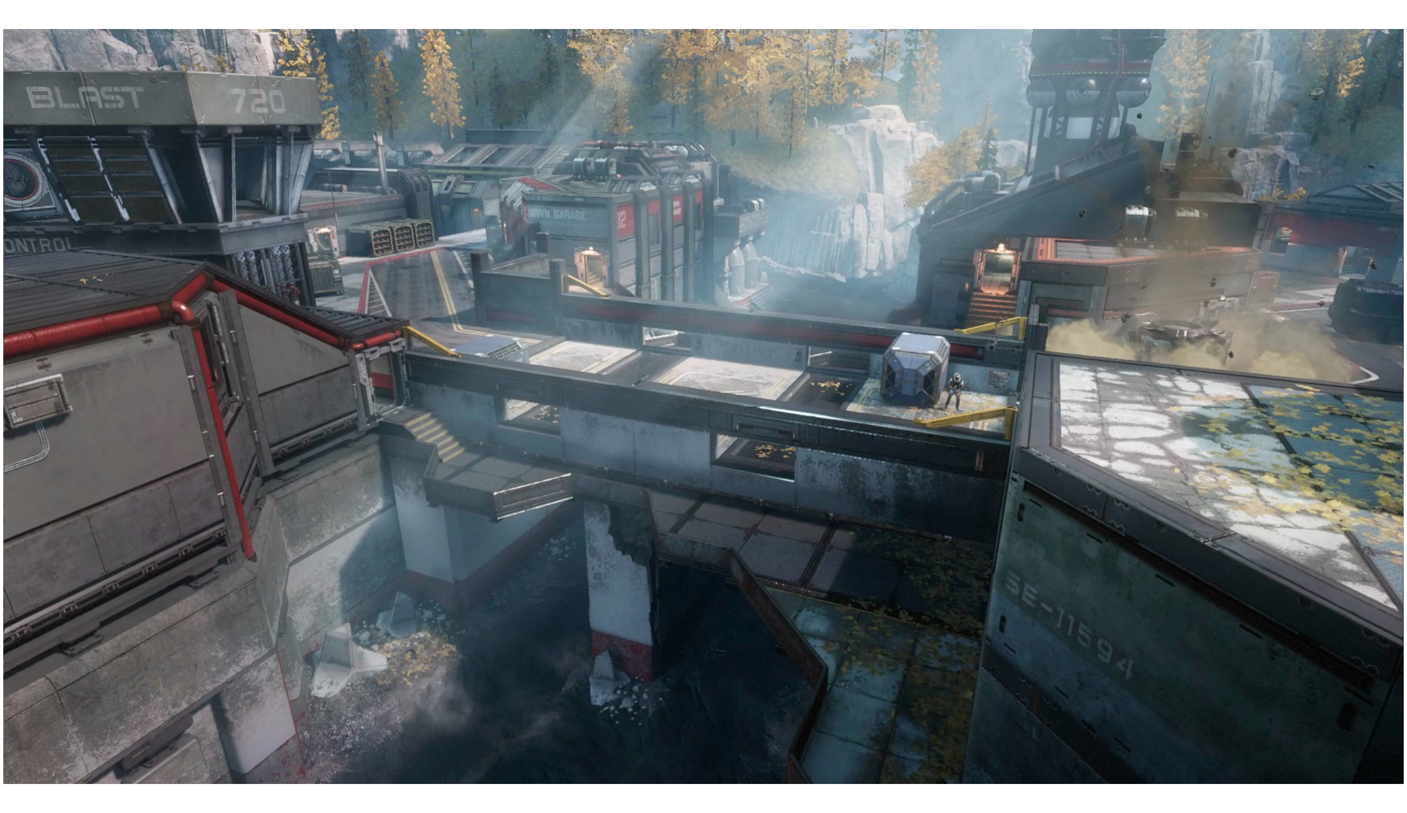
CONTROL STATION

The Control Station is the home of the first hardpoint, A. This is one of the more unique locations on Black Water Canal, simply due to the fact that the control station is actually located indoors. Even though there are quite a few locations that are indoors, this is the only indoor location that contains a hardpoint. Because of this, defending the hardpoint during Amped Hardpoint is much less challenging than attacking it. Use the dual-floor layout within the Control Station to cover all of the entrances. However, if you plan on leaving, make sure you check your minimap because right outside is a prime battleground for Titans.



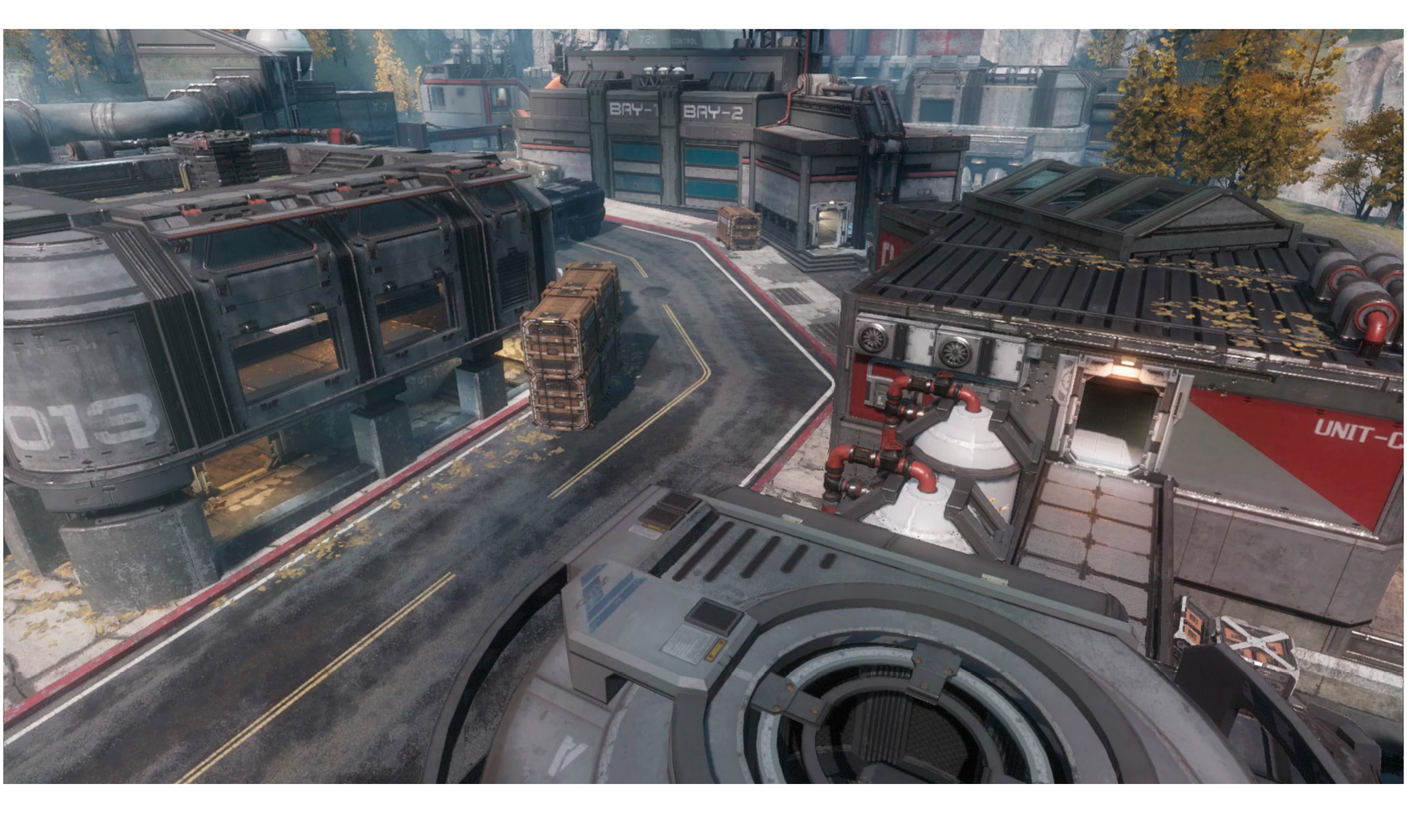
BRIDGE

The bridge is one of the most dangerous locations on Black Water Canal. The bridge is not only a wide-open location, leaving little cover for even the most creative, but it is also a major intersection for the entire map. Beneath the bridge is the canal itself where Titans can easily maneuver, making it a death zone for most Pilots. The bridge is also the location of the B hardpoint, due to the fact that it is the center of the map and a great location if you're looking for a high amount of action. Use the adjacent building for cover, but remember that the wall lining the road is a great piece of cover in a tight pinch.



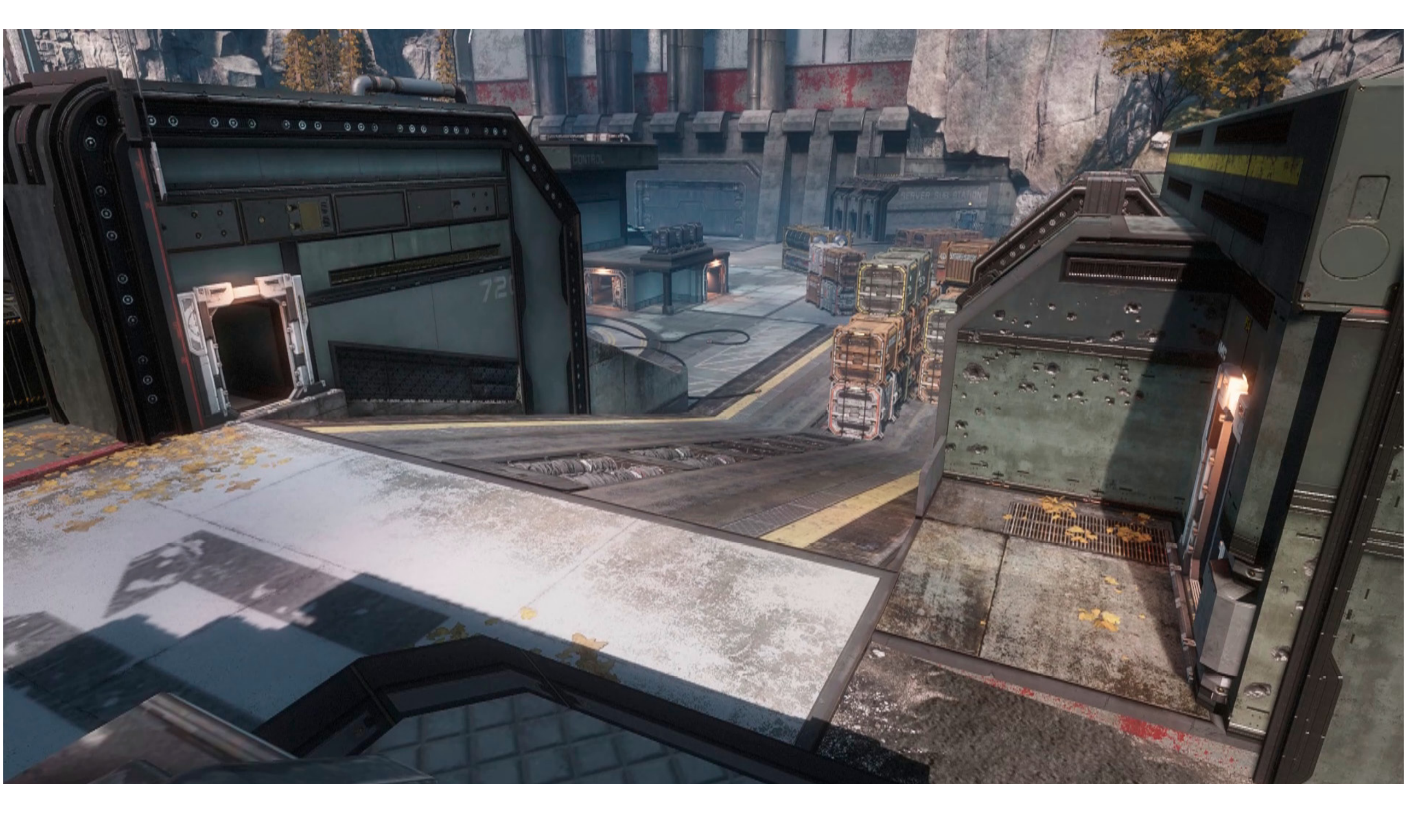
PUMP

The area where the pump is located for the Black Water Canal is quite the spot for Pilot movement, as well as Titan coverage. On one side is the deep canal, which is in a perfect line of fire for Titan weapons. On the opposite side is the road that leads to the bridge, which is also a prime spot for a Titan overwatch or, contrarily, a heavy Titan attack. Adjacent to the pump's area of operation, there is a two-story building great for defending this location. Be sure to cover all entrances to this building in order prevent being flanked and losing this stronghold to the enemy.



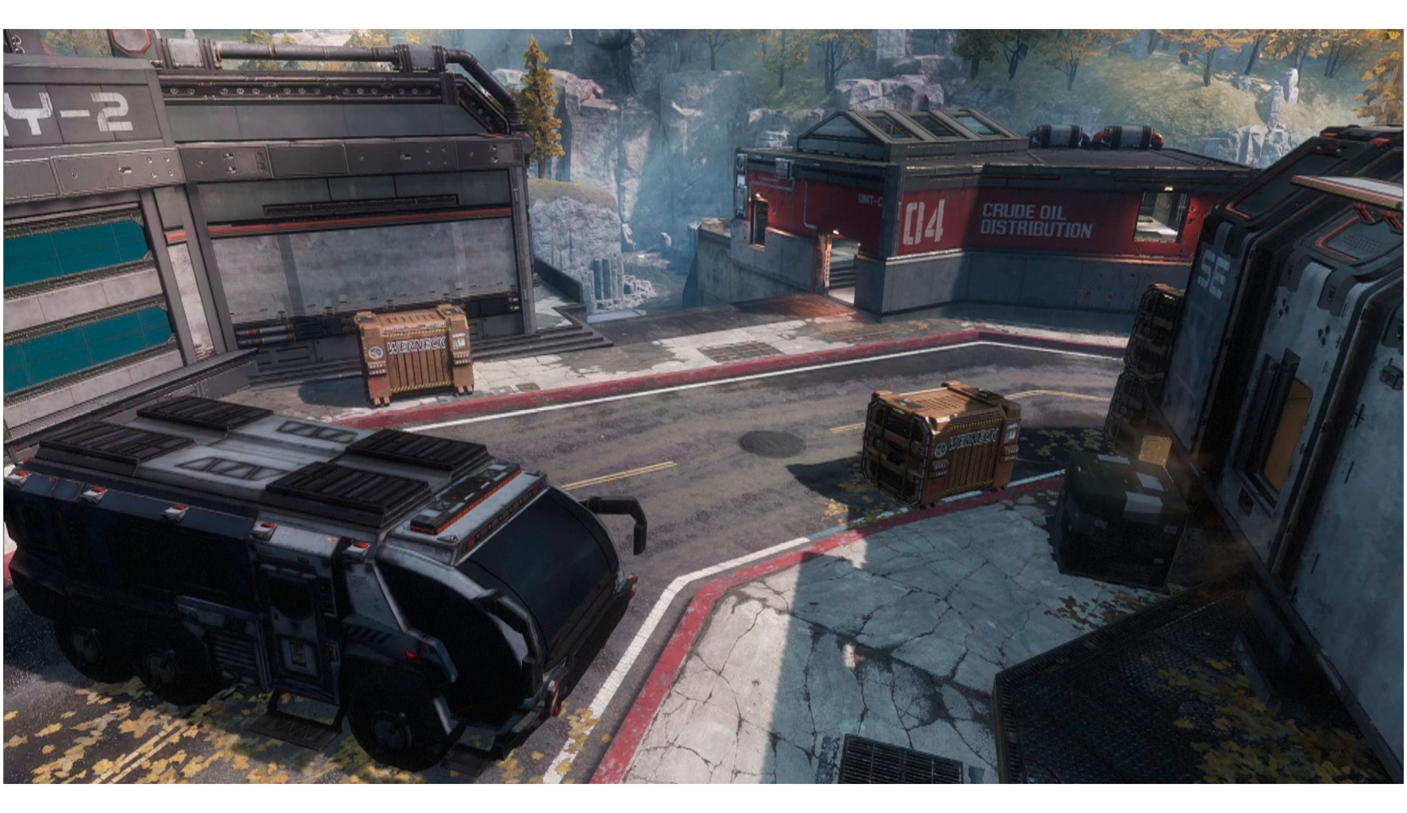
BULK STORAGE

Here at the Bulk Storage, there is the perfect zone for chaos and heroic stunts. This location balances out the advantages and disadvantages Titans and Pilots have over each other. There is a moderate amount of room for Titans to move around and avoid fire, and there are enough buildings for Pilots to launch from where they are able to avoid Titan fire or even rodeo Titans for some damage. Keep your wits about you because Titans like Scorch or Ronin are great at blockading small areas such as this one. Watch out for Scorch's Incendiary Traps and Ronin's constant melee attack with his Titan Sword, as they will result in immediate death if you're caught. Use the intersection at the top of the incline as the ultimate jump location, and do your best not to be caught on the ground.



FILTRATION

The Filtration building is a prime tactical location. In modes such as Amped Hardpoint and Capture the Flag, the building serves as a vantage point where a player can oversee the bridge, as well as most CTF routes. The problem with this location is that, because it is such a great vantage point, it is well sought-after, which turns it into an extreme hot spot for action. With the support of your team, lock the Filtration building down, and it could turn the tide of the match or seal the victory for your own.



RECOMMENDED PILOT LOADOUTS

Hyper-Flight Hero

This loadout is ideal for moving from point-to-point quickly without making an easy target. What makes that extremely important for a map like this one is that even though there is a large amount of cover, moving from one point to the other is extremely dangerous. Since this is an ideal loadout for getting from point-to-point, like cover to cover, it makes the Hyper-Flight Hero the loadout for the ultimate point-to-point game mode, Capture the Flag.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Stim	Quickly heals and boosts your speed for a short time.
	Ordnance: Arc Grenade	Stuns Pilots and blinds Titans.
	Primary Weapon: CAR	Consistent recoil SMG.
	Secondary Weapon: SA-3 Mozambique	Controlled spread triple barrel shotgun pistol.
	Kit 1: Fast Regen	Health regeneration begins sooner.
	Kit 2: Low Profile	No jump jet trails and silent Titan rodeo climbing.

Mid-Range Master

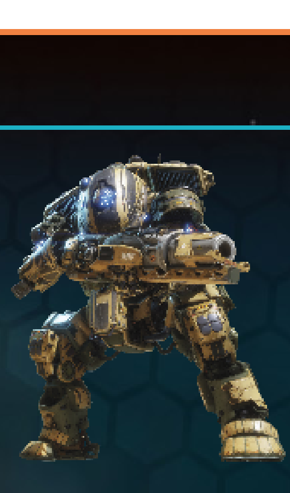
The Mid-Range Master is ideal for those that wish to focus fully on dealing pure damage to their enemies. The Grapple's main purpose is simply to get the angle on your opponent in any situation, quickly. Keep the primary weapon that you have equipped in mind when choosing the position to which to grapple. Equipped with the Hemlock, you don't want to get too close to the enemy, so keep some distance and control the battlefield with the Mid-Range Master.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Grapple	Grappling hook for getting to out of reach places quickly.
	Ordnance: Firestar	Indcendiary throwing star.
	Primary Weapon: Hemlock	Burst-fire assault rifle.
	Secondary Weapon: Charge Rifle	Charged precision beam Anti-Titan sniper.
	Kit 1: Phase Embark	Quickly teleport into your Titan.
	Kit 2: Wallhang	Hang onto walls by aiming while wallrunning.

RECOMMENDED TITANS

Scorch

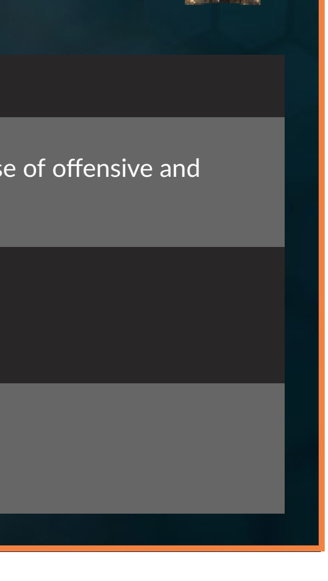
Scorch is a great option for this map because it can own the center stretch with the Incendiary Trap, in combination with the Wildfire Launcher. Not only is this Titan loadout a great pick to stop any advancing Titans down the middle, but the damage from your Thermite Launcher can also drive them backwards, thus further controlling the battleground.



EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Nuclear Ejection	Ejecting while doomed causes your Titan to detonate its core, causing nearby enemies massive damage.
	Scorch Kit: Wildfire Launcher	Increased thermite from the T-203 Thermite Launcher.
	Titanfall Kit: Dome-Shield	Protects your Titan after Titanfall.

Tone

This Titan loadout is great for this map because in the canal itself, most encounters are of the long-range variety, for the most part. Tone is not great for dealing with Pilots, unless you really know what you're doing. The 40MM Tracker Cannon does have some splash damage, so a semi-accurate shot in the direct viscinity of a Pilot can take at least one out.



EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Assault Chip	Improves Auto-Titan precision and enabled the use of offensive and utility abilities.
	Tone Kit: Rocket Barrage	Tracker Rockets fire two additional missiles.
	Titanfall Kit: Dome-Shield	Protects your Titan after Titanfall.

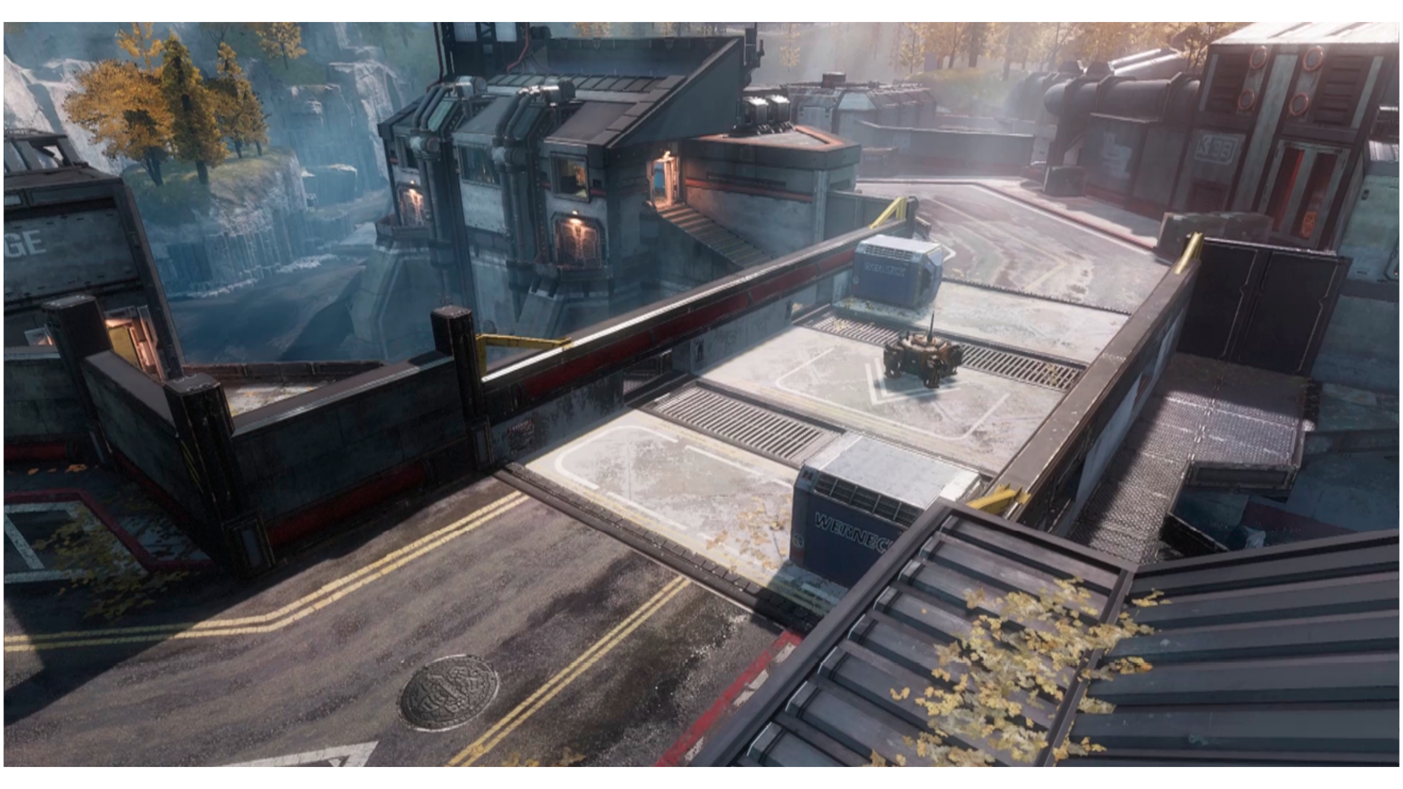
TITANFALL 2

Black Water Canal

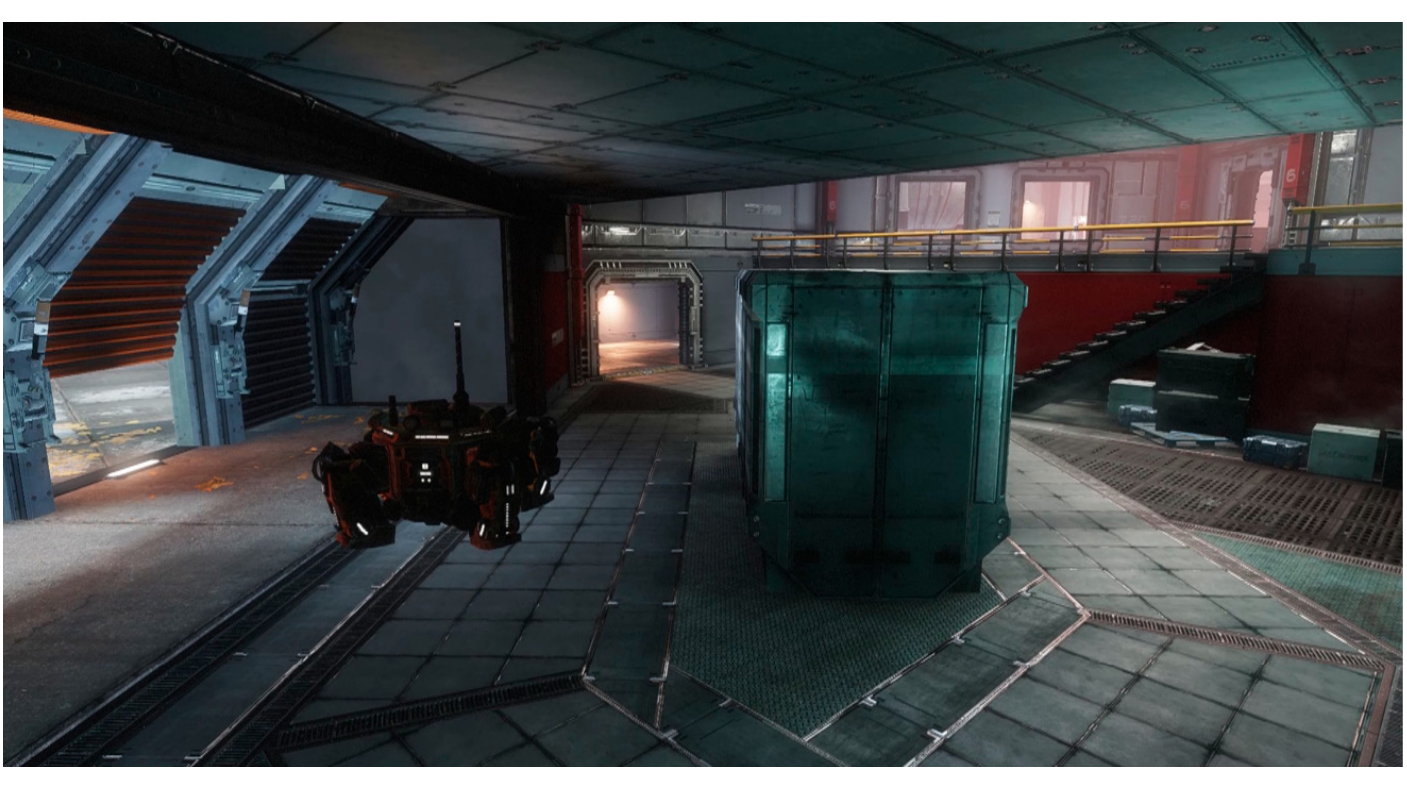
Game Mode Strategy

AMPED HARDPOINT

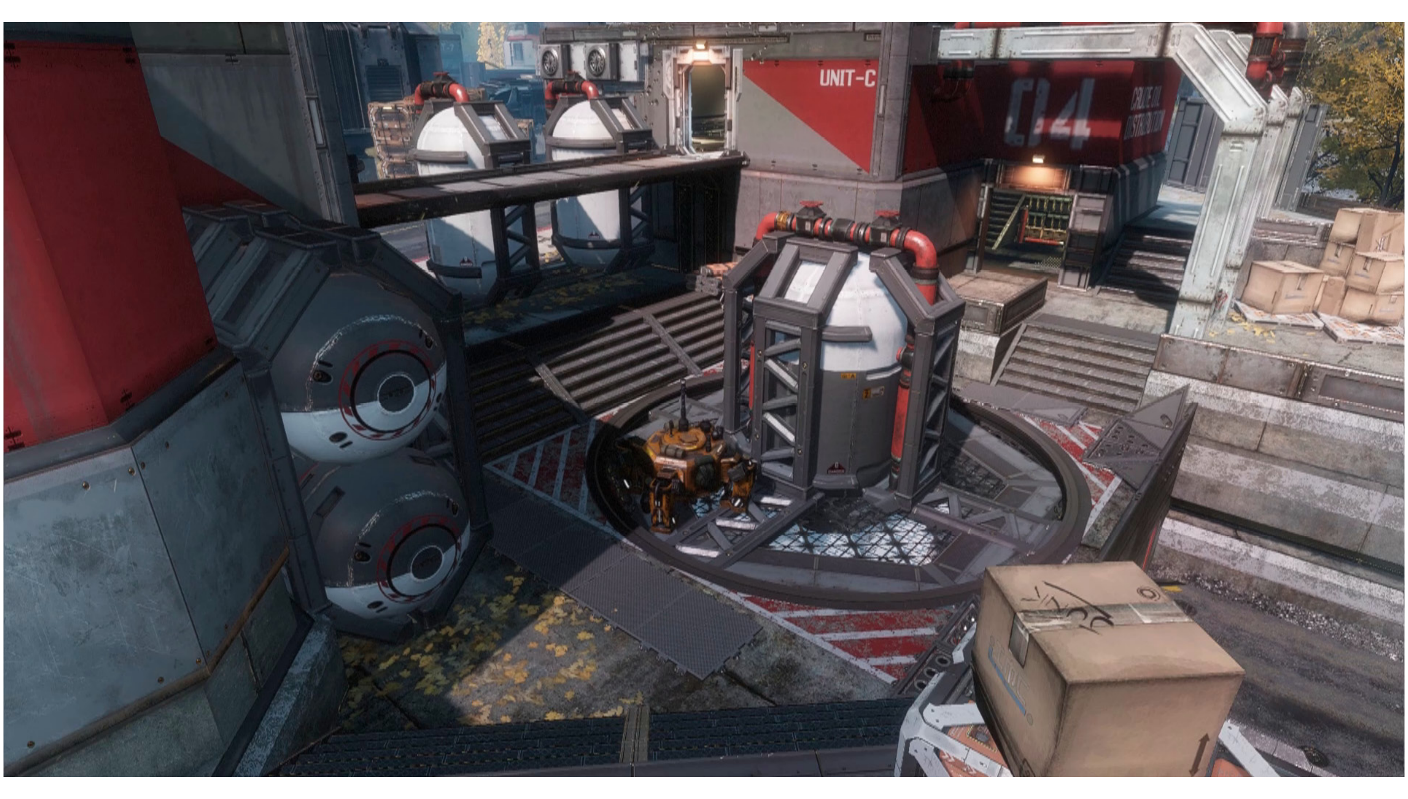
Playing Amped Hardpoint on Black Water Canal shows you the meaning of chaos as a Pilot. There are three lanes, but for the most part the action takes place on the main road, which runs down the middle of the map.



The bridge is home to the B hardpoint and is incredibly dangerous, especially if the other team has an operational Titan. Titan battles can get very hot in this area, so as a Pilot, you want to put pressure on the area to make sure you help turn the tide to your team's favor. However, it's a good idea not to get too close and avoid getting stepped on or take a Titan melee attack straight to the body.

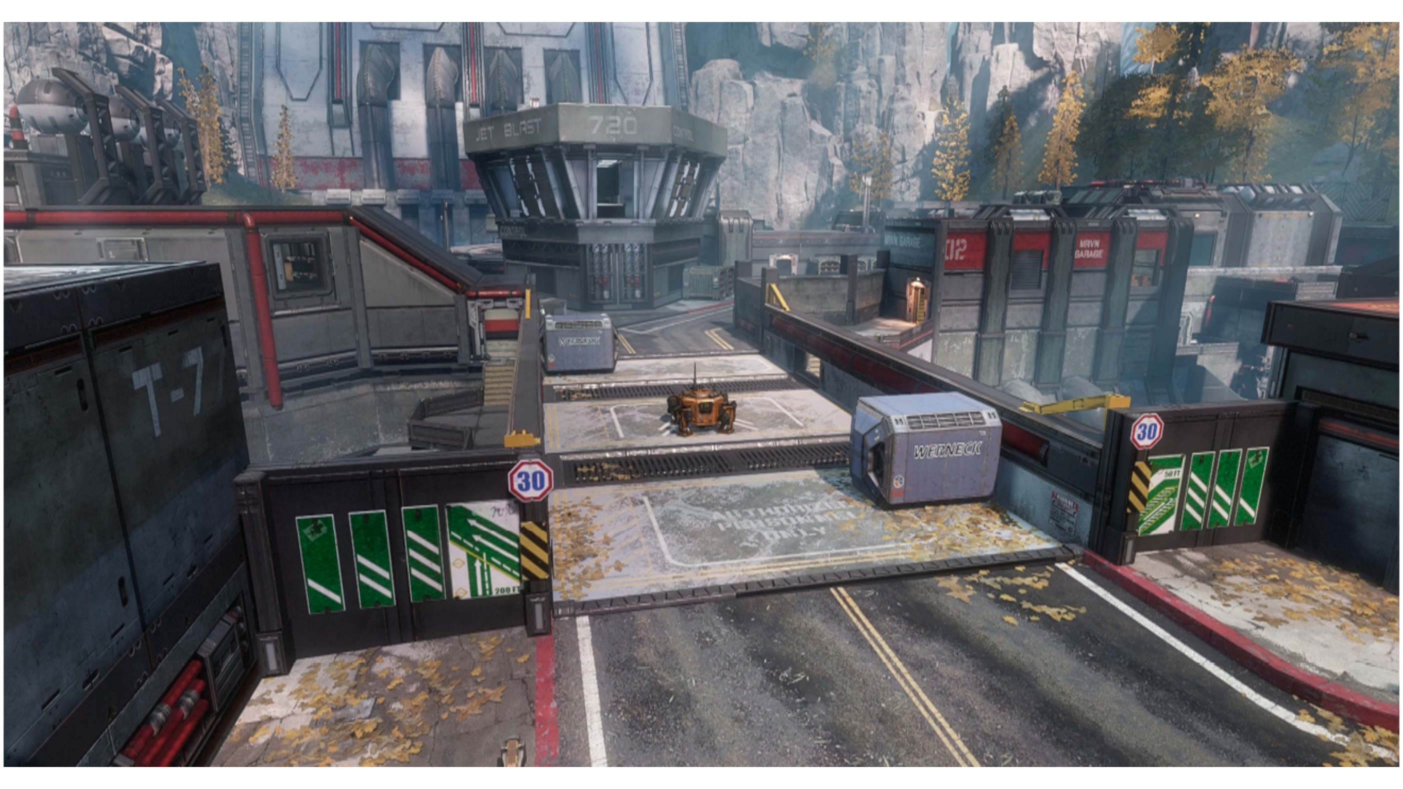


Make use of the Filtration building when both holding the bridge as well as attacking it. The pointed roof on the building allows you some cover to hide behind when being shot at from a distance. This is also a great place to utilize when either team is attempting to double their points by amping the hardpoints. Make sure you're keeping an eye out on both hardpoint B and hardpoint C to keep the advantage on your side when worrying about the double point value.



BOUNTY HUNT

Like Armed Hardpoint, Bounty Hunt on Black Water Canal is split up into three different zones, but they are a lot closer together. The first wave takes place on the bridge, and this is where the initial carnage takes place. This is a good time to get some early Pilot kills from the buildings surrounding the bridge and earn your Titan as quickly as possible. This will make taking collecting the first Titan bounty a lot more manageable, rather than leaving it up to chance.

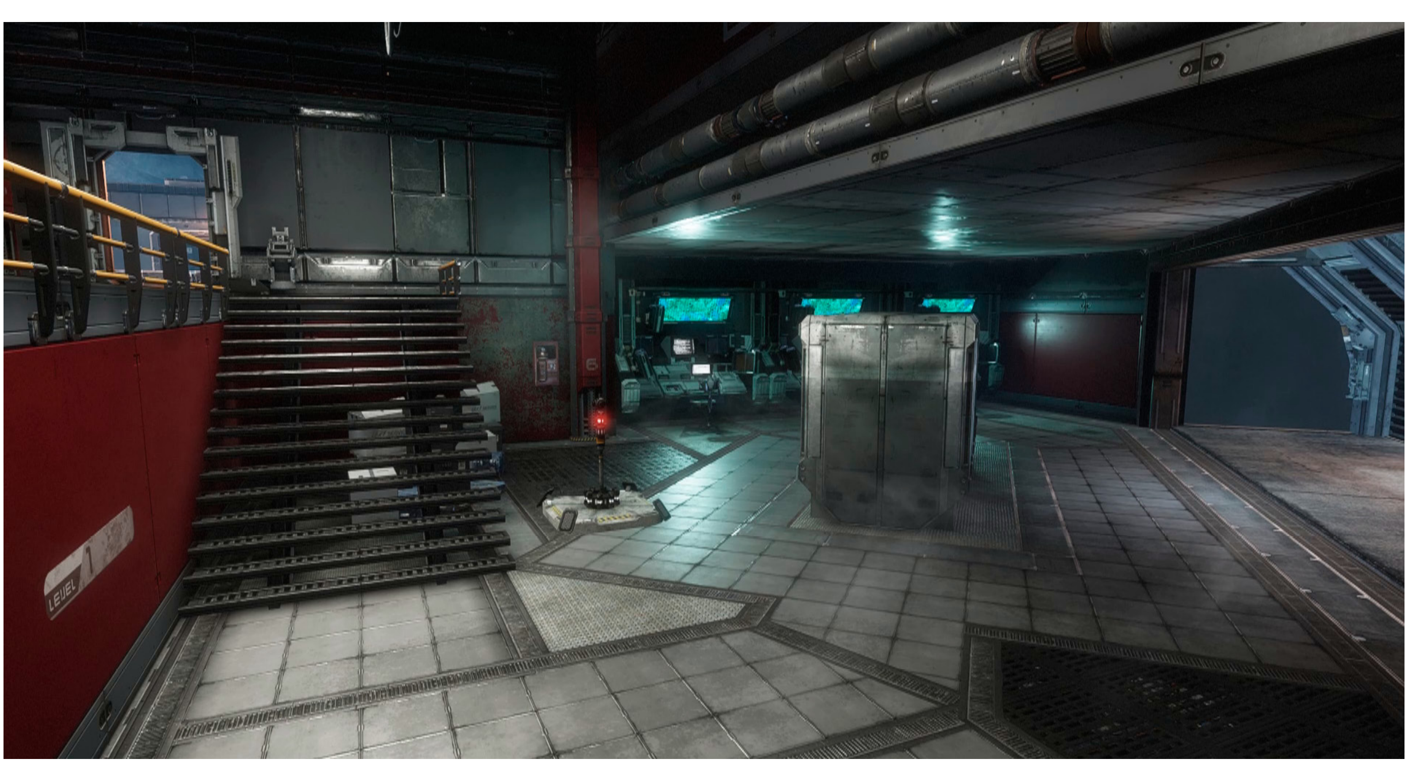


The neutral faction will often hide inside buildings on Black Water Canal, use grenades, or sneak in the back way of said buildings to take the enemy minions by surprise. Take out as many as you can from inside because it can also be your way of staying in cover.

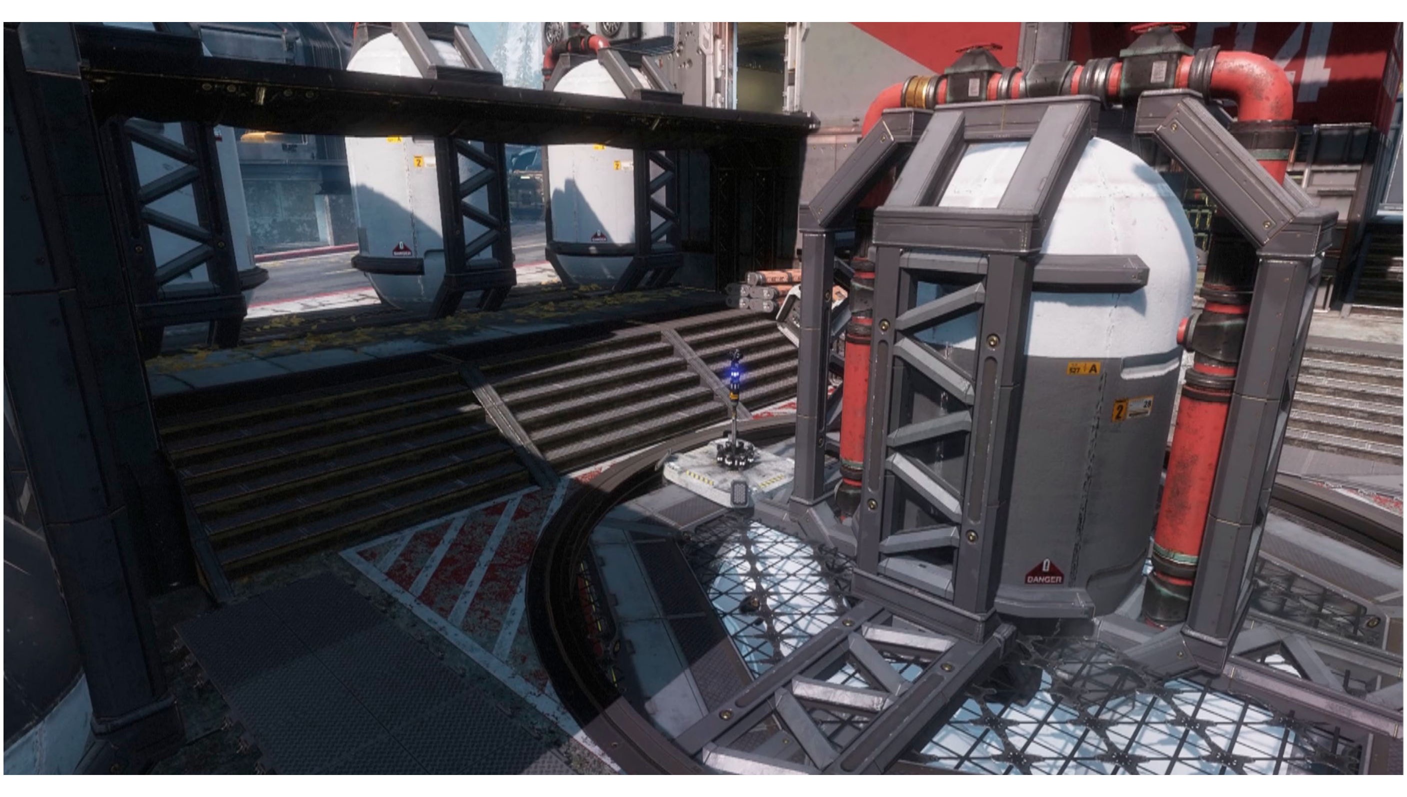
Mid- to long-range weapons are only useful on this map if you can take control of the rooftops and overwatch the Drop Zones. If you're a good shot, this is also a great way to collect bounties on the enemies while also killing the distracted enemy Pilots. Just remember, getting killed will cause you to lose half of your bonus. Do everything you can to protect yourself above all else, or at least the teammate that is racking up the most kills.

CAPTURE THE FLAG

You might have to get a bit creative when looking for a route from the enemy base back to yours. Whichever route you choose, do what you can to stay away from the canal on either side. Obviously, you must use the bridge in order to cross over to the other side, but try doing so without spending too much time actually on the bridge.



When you're playing defense, get on one of the buildings near the center of the map, or more specifically, the Filtration building. Using the Filtration building to defend the mid-field is a bit of a gamble because the enemy can always take the far end of the canal. However, due to the large gap between buildings, taking said route will slow the Pilot down, giving you the chance to catch up to them or for a Titan to squash them with its fist.



Use the indoor areas as coverage from snipers and Titans. It is not possible to stay indoors the entire way from one flag to the other, but you can stay inside for enough time to gain some ground before anyone can pinpoint your location. Try getting some speed and know exactly where you're going when you make the move to launch out into the open. You literally have a large target above your head and the enemy will know almost exactly where you are, so move fast and get to your next location as quickly as possible.

PILOTS VS. PILOTS

Playing Pilots Vs. Pilots on Black Water Canal is all about finding the hotspots on the map. Either take these hotspots head-on or keep your distance while attacking from afar. A few of the hotspots will be along the main street, specifically near the Repair Bay and the Marvin Garage, which are on either side of the canal north of the bridge.

The Repair Bay is the building that is most central on the map and has many entrances to said location. Including the several doors and windows that Pilots can easily travel through or mantle, there is a giant opening in the roof straight above. This allows for Pilots to both enter and escape from every angle. It's a good idea to check and scope out this location, but do not stay there for too long, or you might get ambushed. If you're feeling adventurous, try climbing your way to the top of the tower located here, but be careful not to be taken out before you get to the top.

Across from the Repair Bay, there is another building right in the middle of the major focus of the battle, and that building is the Marvin Garage. From here, you can see right into the Repair Bay from the roof or the alleyway between the buildings. This vantage point gives you a great view onto the center of the map, which allows for some deadly mid-range combat.

LAST TITAN STANDING

Like most maps, Black Water Canal plays to a few specific Titans' strengths. However, there is room for each Titan to excel. Scorch is a great Titan to use on this map because the small cooridors and narrow road are perfect for setting Incendiary Traps whenever possible. Set your Incendiary Traps to both damage enemy Titans and lure them closer to you. Keep your Thermal Shield available for those tight situations, because when enemy Titans get in close on this map—and they will—you can burn them where they stand.

Use the Phase Shift and quick speed of Ronin to move from cover to cover and behind buildings to keep the enemy Titans firing while you find your opening to charge and strike them. Ronin is very much a close-quarters Titan, and because of the streets and closely built buildings you will be able be right in your enemy's face to overwhelm them with your Titan Sword.

Even though most of your encounters on Black Water Canal will be somewhat at close range, there are a few specific locations that will force some longer-ranged attacks. Using Titans like Tone and Ion to control the edges of the map is useful and can help balance out your team. Beware of entering the center of the map as the close-ranged Titans will dominate these mid-ranged Titans, making it incredibly difficult to compete. Use each Titan wisely and stay alive long enough to support your team.

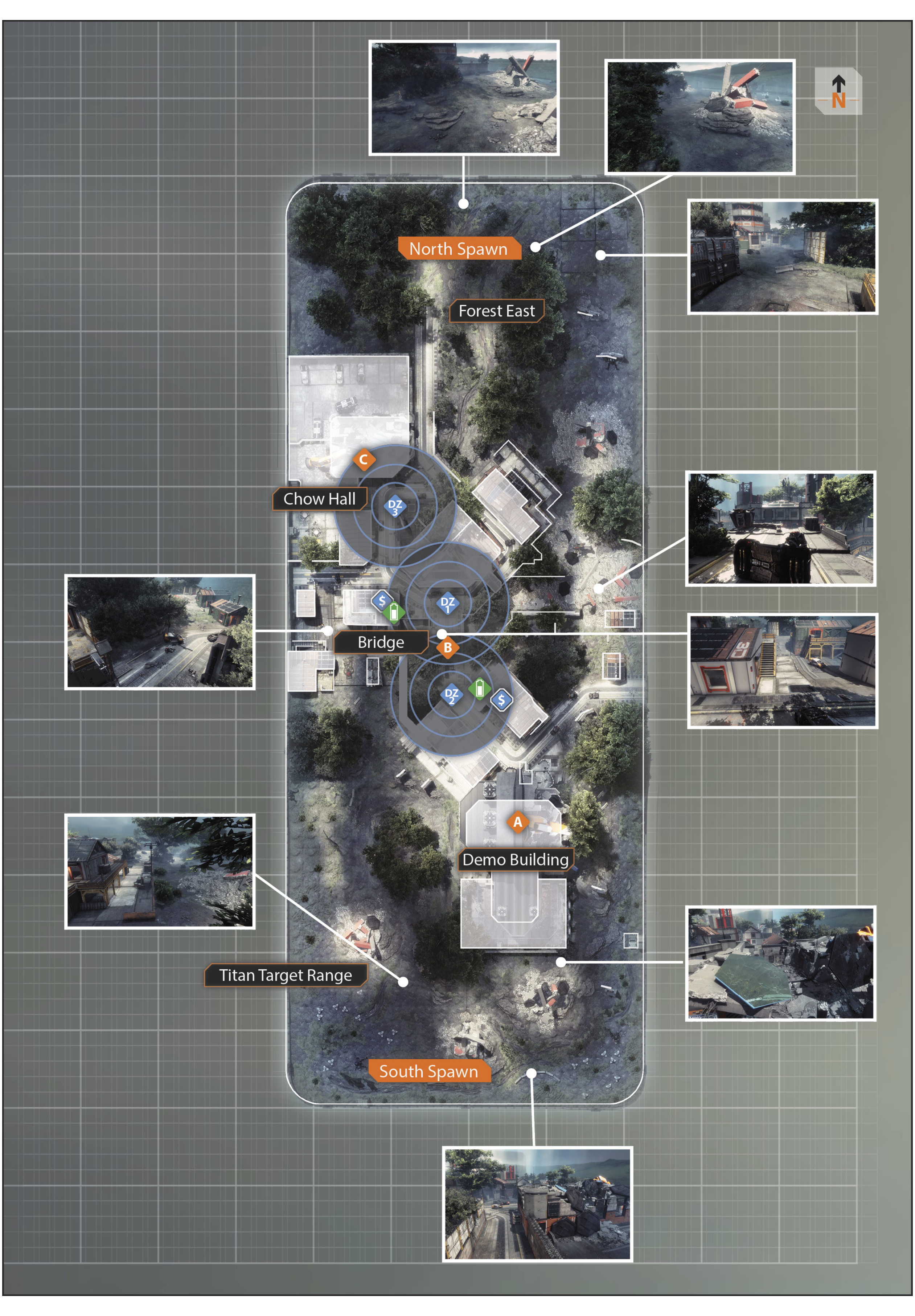
ATTRITION

On Black Water Canal, it is important to pay attention to the lanes that exist here. Do your best to stick to the three lanes and communicate with your team in order to cover all three. Now, the ultimate goal is to earn your Titan and start wreaking havoc on the enemy. The fastest way to do this is to jump on one of the major roofs, like the ones near the Pump or the Data Center and start taking down as many AI as possible. If you are able to earn your Titan well before the other team has a chance to, you can dominate the bridge and get an early lead on the scoreboard.

TITANFALL 2

Boomtown

Overview



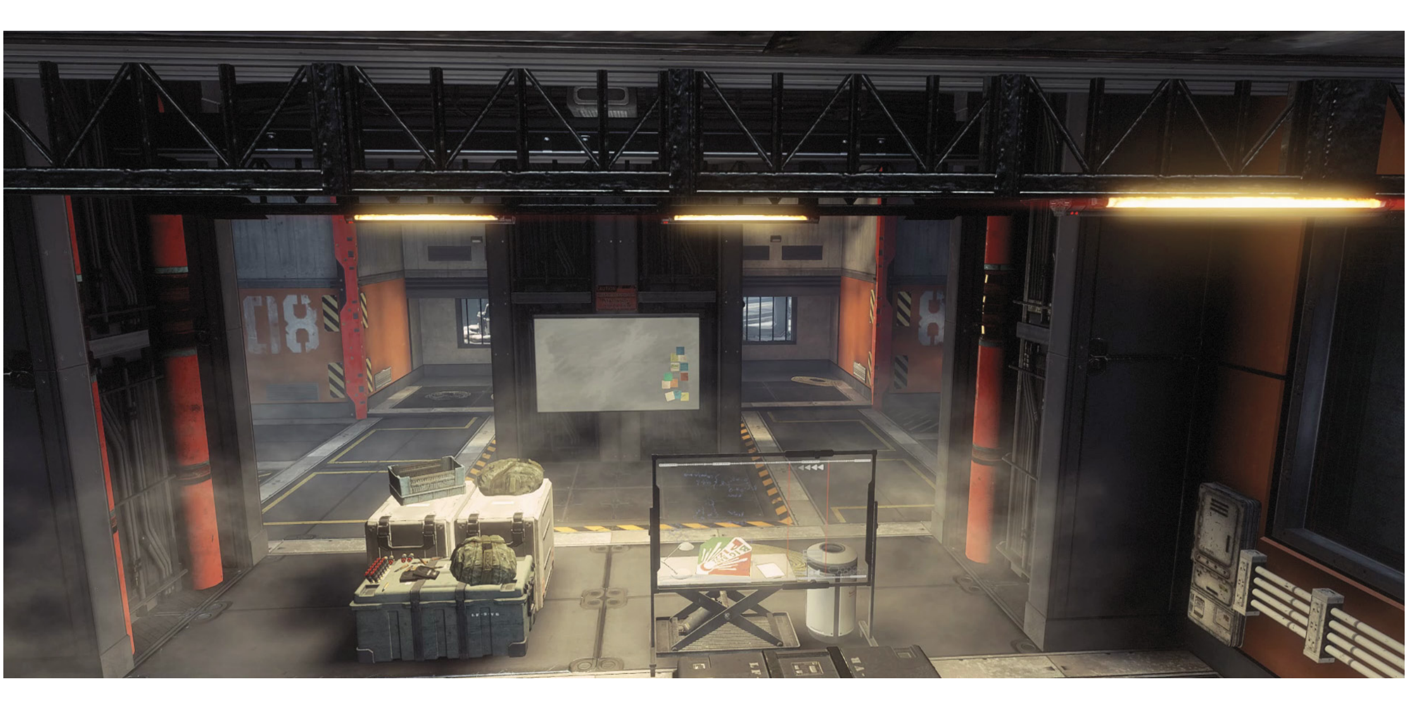
LEGEND	
🔋	Last Titan Standing
A	Hard Point
BOUNTY HUNT	
DZ 1	Drop Zone
$	Bank
CAPTURE THE FLAG	
⚑	Blue Team Flag
⚑	Orange Team Flag

Scattered throughout the Frontier are hidden underground IMC Dynamic Testing Facilities, used to analyze and assess the latest weaponry purchasd from outside manufacturing companies. Each facility is composed of multiple Dynamic Simulation Domes, which provide evaluation arenas with adjustable atmostphere and terrain based on the test scenario requirements. Although the domes were built for simulations, Dome 18 has been rumored to use live Militia POWs as test subjects,earning its nickname: Grave.

In this facility, Pilots will have peaked roofs to use as cover against combatants down below; multiple interiors to maneuver into different firing positions without being spotted by the enemy; and large, flat walls in close proximity to allow them to wall run quickly from one group of buildings to the next. With tight lanes through the middle, Titans can be ambushed easily, unless they head off of the main pathways and into the surrounding fields to pick off enemy Pilots.

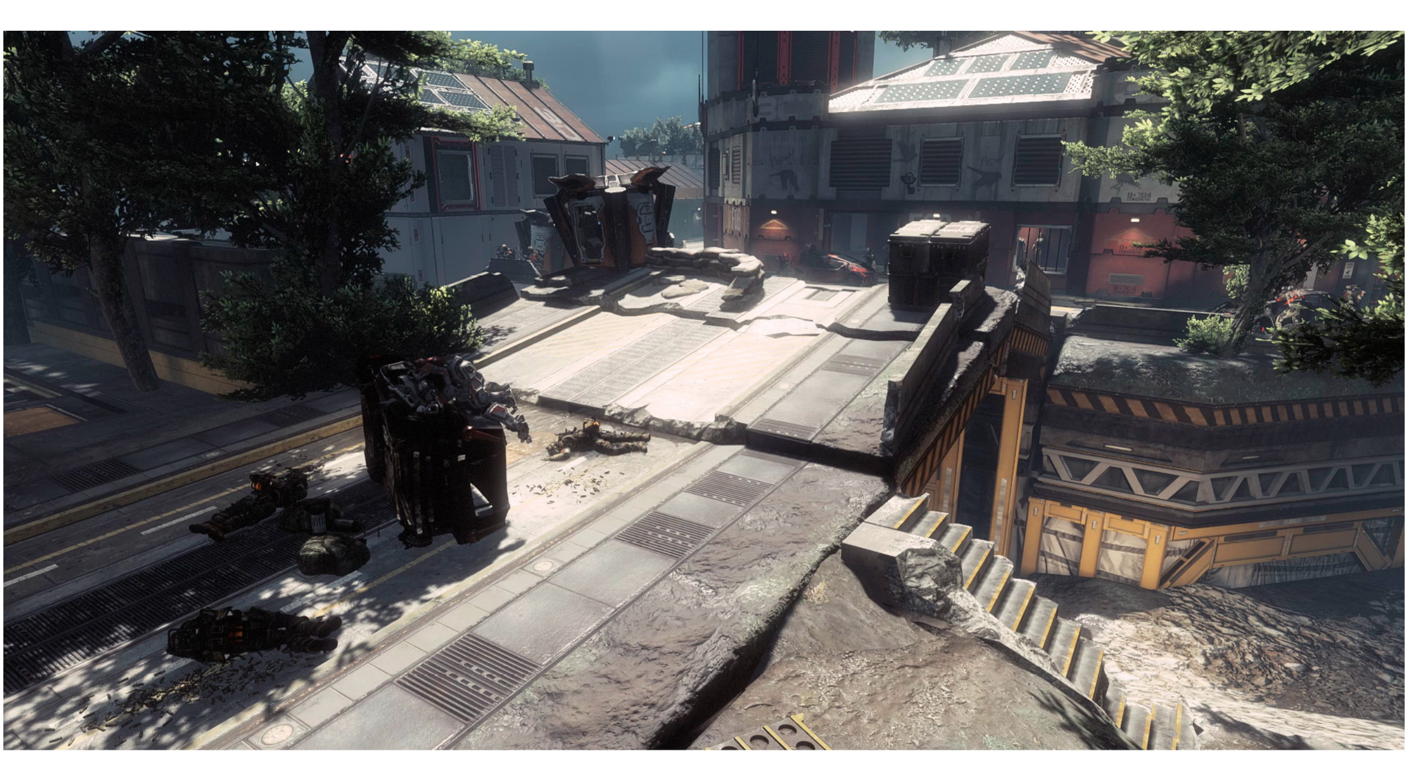
DEMO BUILDING

The Demo Building is a blown-apart, tall building that is far too large for players to utilize its roof, but it does have a large hole in the upstairs, making it quite simple to see out of. Near the northern spawn point, this location is a quick and easy sniper perch for Pilots spawning on this side. It is impossible to do any objective taking from here for the most part until later in the game of Bounty Hunt, but it is a prime location for scoping out the other team. The interior is in the shape of a T and can be set up as a place of heavy cross fire, blocking entry to the main entrance. Be aware of the two alternate entrances, one on the side and the other in the back. It is best to defend this location from inside; however, it is possible to do it from across the front courtyard as well.



BRIDGE

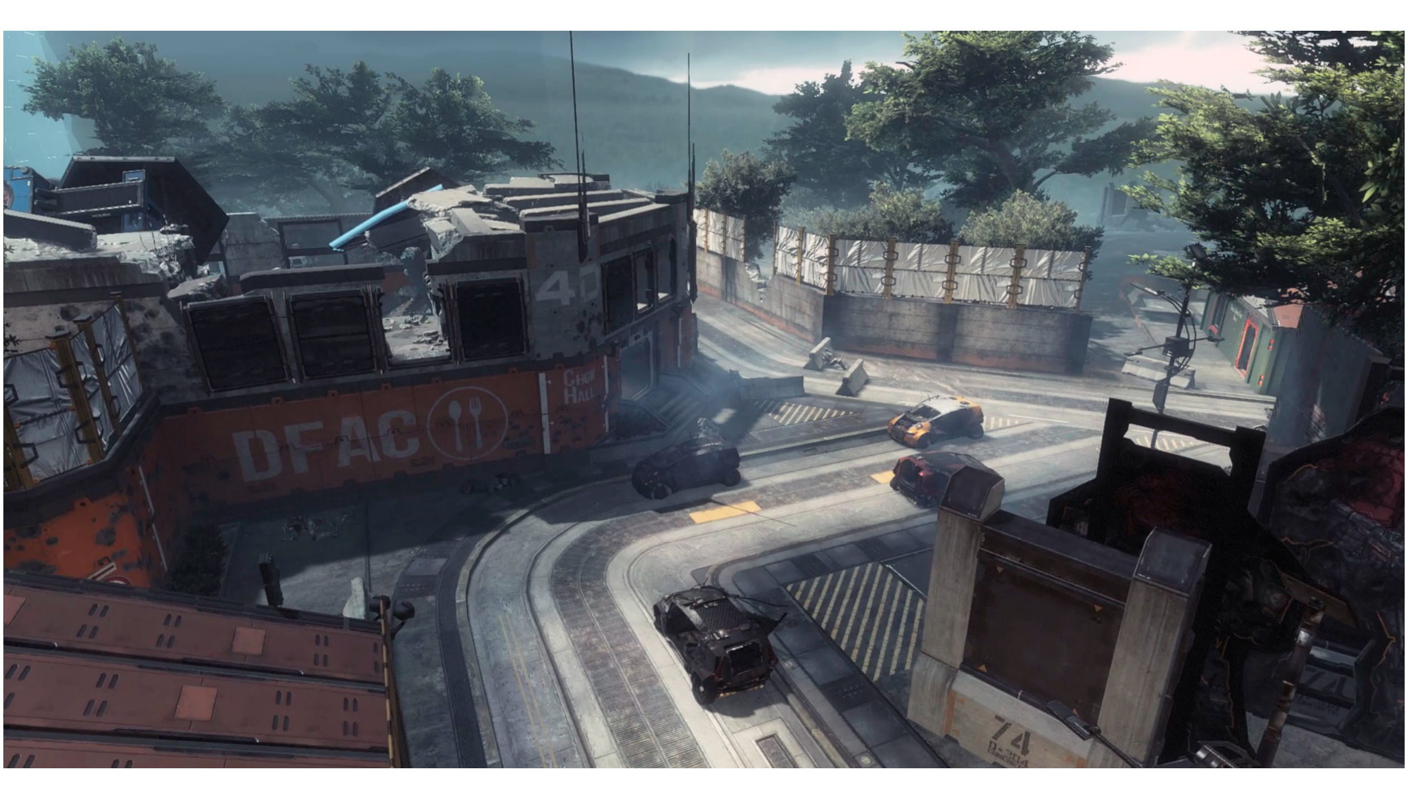
The bridge lies directly in the middle of the map and is peaked in the middle due to some major wreckage. This peak provides some concealment from the other side, allowing you to sneak up to the center without standing in plain sight. There are four different buildings that all have a fine sight line on the bridge, which makes the peak doubly important to utilize if you plan on approaching this location.



Beneath the bridge is a small canal that extends from either edge of the map. This serves as a great alternate approach to the bridge, thus not to stick out like a sore thumb when you're trying to arrive unseen. Titans use the canal often, as it is large enough to fit down there while having some mobility, rather than becoming the biggest target on the block standing directly on top of the bridge.

CHOW HALL

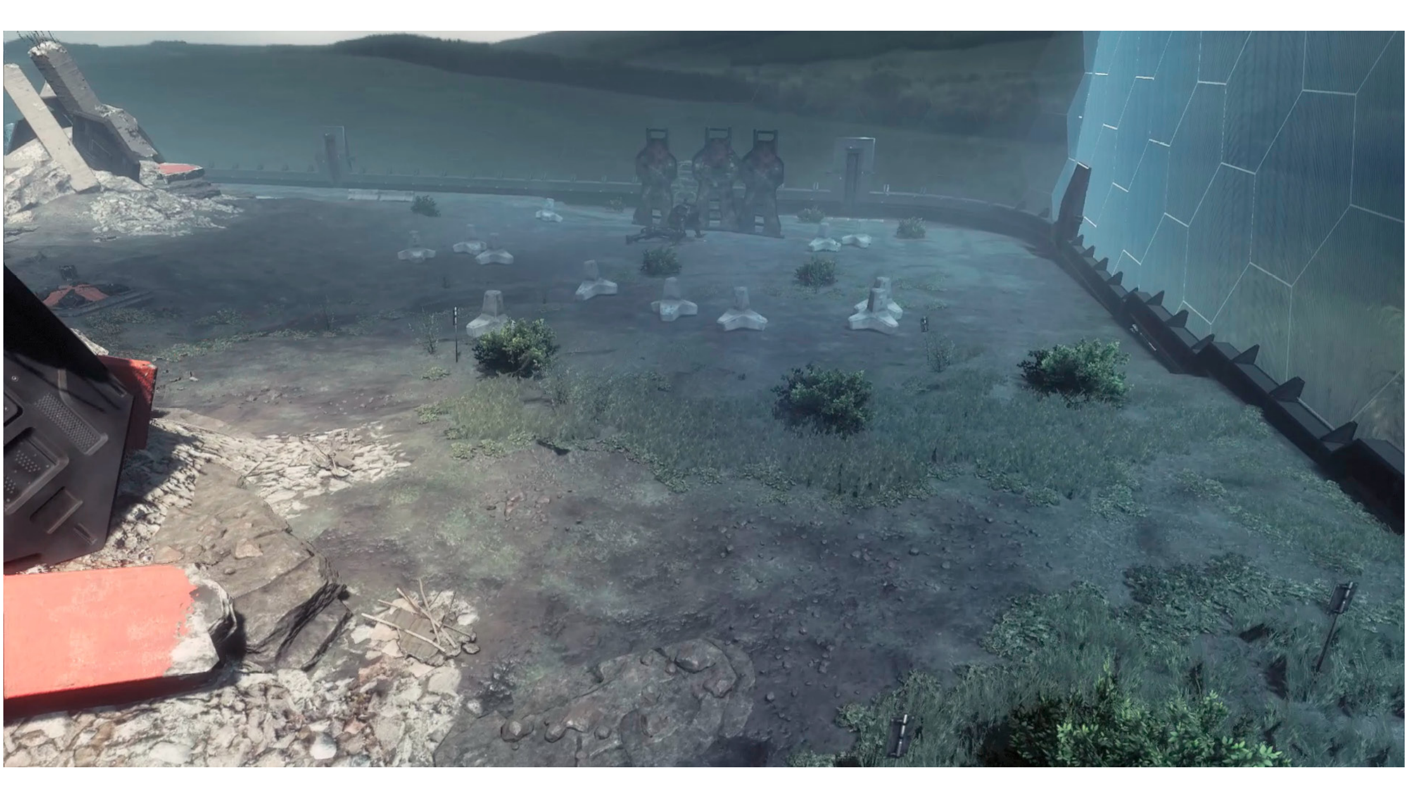
The Chow Hall has seen better days. The destruction of this building is immense. However, the majority of it is due to a collapsed roof, which only affects Pilots within close proximity of the location. There are four formal entrances to the Chow Hall, but the most tactical entrance is through the collapsed roof, as there is more freedom to look around before making the plunge inside.



It may not appear like it, but there are two stories to this building, and because of the rubble, the lower floor contains some cover very useful to those who want to stay close to the objectives. There isn't much you can see from downstairs, but there is enough to be able to tell the location is being attacked and that you need to do something about it before you become overrun.

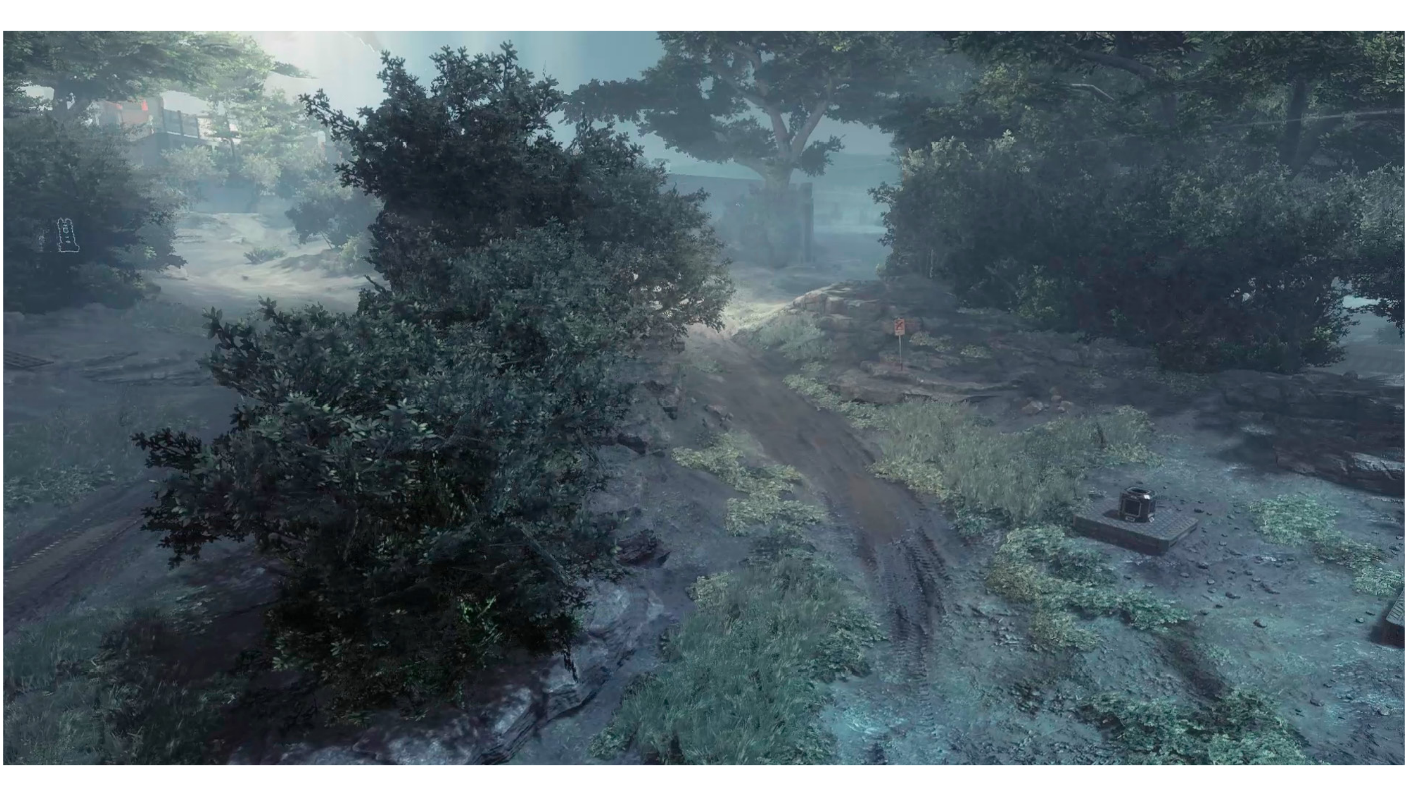
TITAN TARGET RANGE

Titan Target Range is a prime spot for Titans to roam and avoid danger from Pilots with much more ease. The Range is a much more open area than most others on Boomtown, but that does not mean it isn't incredibly dangerous for Pilots. There are a few Titan blocks that can easily be used as cover, as well as a Pilot safe haven in the middle of the range that is covered in foliage, thus concealing whatever or whomever is inside. The safe haven is not a sturdy place, as the only cover is trees, so as a Pilot, try not to be seen entering this location because Scorch or Ion can use their wide-spread weaponry to rain death on every square foot of this spot.



FOREST EAST

The Forest East is very similar to the Titan Target Range. However, the major difference is that this location is not really a stretch of land, but more of a bordering open area. What this means is that there are a few tree lines that break up the location, allowing for more mobile Titans to shine here. Pilots are just as safe as in the Target Range because even though there might not be a safehaven, the tree lines provide excellent cover that Pilots can easily get to by making their way through or over them. Attacking this location for objectives is a tad tricky because of the open space, but scoping out your targets and using the buildings adjacent can prove rather useful.



RECOMMENDED PILOT LOADOUTS

Grapple Glider

This loadout is meant for staying mobile at all times in an urban environment. You are able to use your Grapple twice at a full charge and when up against a Titan, helmet to nose. Being able to find the nearest high place and pulling yourself out of harm's way fast can save your Pilot's life and keep you close to the objective. Firestar is great for covering your tracks when you're attempting to get away; with the use of Ordnance Expert, it is easier to throw the Firestar right at the enemy Titan's nose, blinding the Pilot inside.

The Grapple Glider is designed for swift, close-quarters offensive strikes. Using the wide-spread shot of the Mastiff, gather as much momentum as possible by swinging around corners and sliding to keep up your speed. Make sure you have enough speed, because attacking your enemy straight on is extremely dangerous, but going fast enough makes you a difficult target to even see.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Grapple	Grappling hook for getting to out of reach places quickly.
	Ordnance: Firestar	Incendiary throwing star.
	Primary Weapon: Mastiff	Auto-loading shotgun with wide spread.
	Secondary Weapon: Thunderbolt	Fires a powerful ball of electricity.
	Kit 1: Ordnance Expert	Ordance is more readily available (quicker cooldown)and enables you to see the projected trajectory of your ordnance.
	Kit 2: Wallhang	Hang onto walls by aiming while wallrunning.

Phase Pilot

The Phase Pilot Loadout is a powerful offensive loadout and is great for maps with mid-range sight lines. There is a clear theme with this loadout, but there is a tactical explanation as to why. For the most part, the Phase Pilot is designed for mid-ranged firefights, but equipping Phase Shift will allow you to evade close encounters as your enemy attempts to flank or overwhelm your position. Phase Shift past them and drop a Gravity Star to deter them as you create some distance and make them pay for pushing your position.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Phase Shift	Teleport into an alternate space for a short time.
	Ordnance: Gravity Star	Pulls in enemies and projectiles before exploding.
	Primary Weapon: L-STAR	Rapid fire energy LMG.
	Secondary Weapon: Charge Rifle	Charged precision beam Anti-Titan sniper rifle.
	Kit 1: Phase Embark	Quickly teleport to your Titan.
	Kit 2: Hover	Aiming while airborne allows you to hover.

RECOMMENDED TITANS

Ronin

Ronin is a great Titan loadout for a map like Boomtown because Boomtown is very much a close-quarters map for both Titans and Pilots. There are not many places Titans can go where Ronin can't follow instantly. Take Ronin to the limit by constantly staying in the enemy's face. Overwhelming the other Titan loadouts and giving them a faceful of Titan Sword can confuse even the more skilled players. The use of Temporal Anomoly only makes this worse for your opponent.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Nuclear Ejection	Ejecting while doomed causes your Titan to detonate its core, causing nearby enemies massive damage.
	Ronin Kit: Temporal Anomaly	Phase Dash is available more often (shorter cooldown).
	Titanfall Kit: Warpfall	Faster, warped-in Titanfall.

Scorch

Scorch is a great option for this map because it can own the center stretch with the Incendiary Trap, in combination with the Wildfire Launcher. Not only is this Titan loadout a great pick to stop any advancing Titans down the middle, but the damage from your Thermite Launcher can also drive them backward, thus further controlling the battleground.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Nuclear Ejection	Ejecting while doomed causes your Titan to detonate its core, causing nearby enemies massive damage.
	Scorch Kit: Wildfire Launcher	Increased thermite from the T-203 Thermite Launcher.
	Titanfall Kit: Dome-Shield	Protects your Titan after Titanfall.

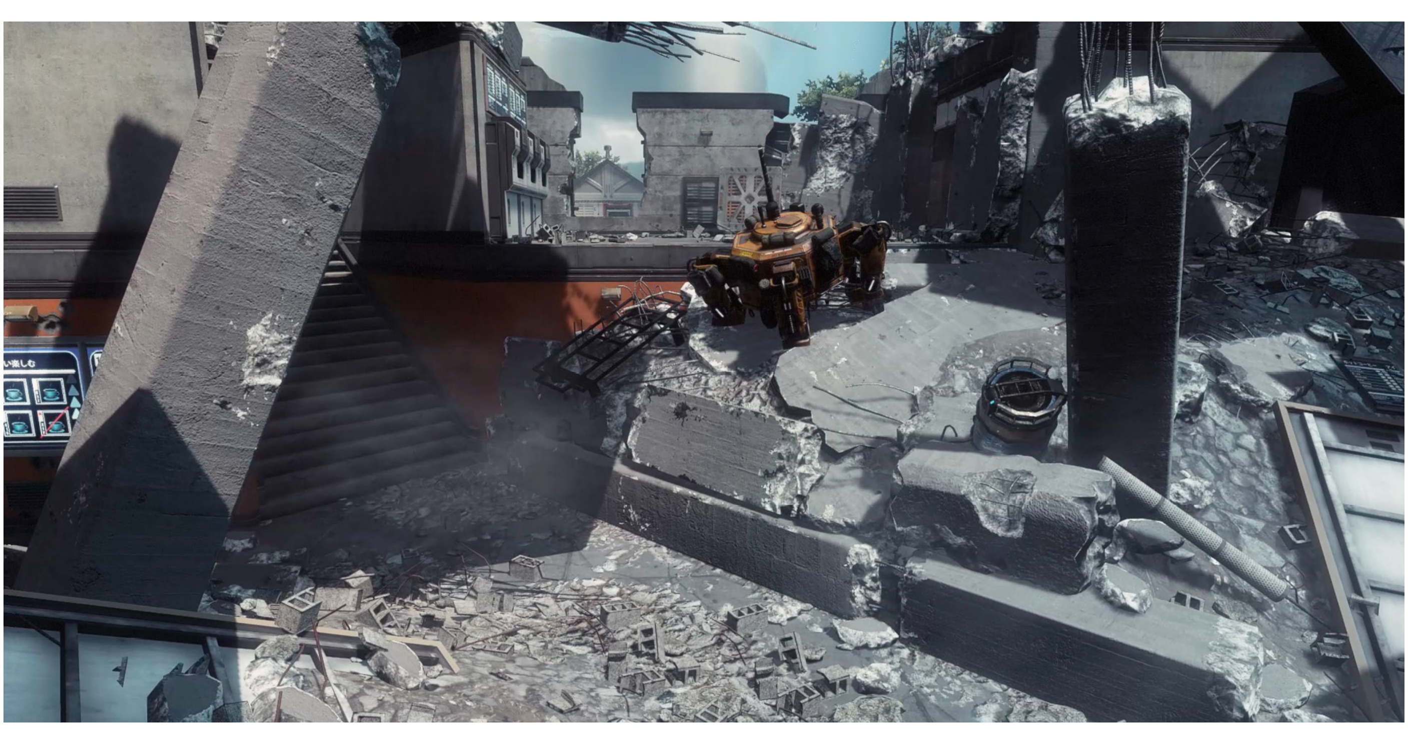
TITANFALL 2

Boomtown

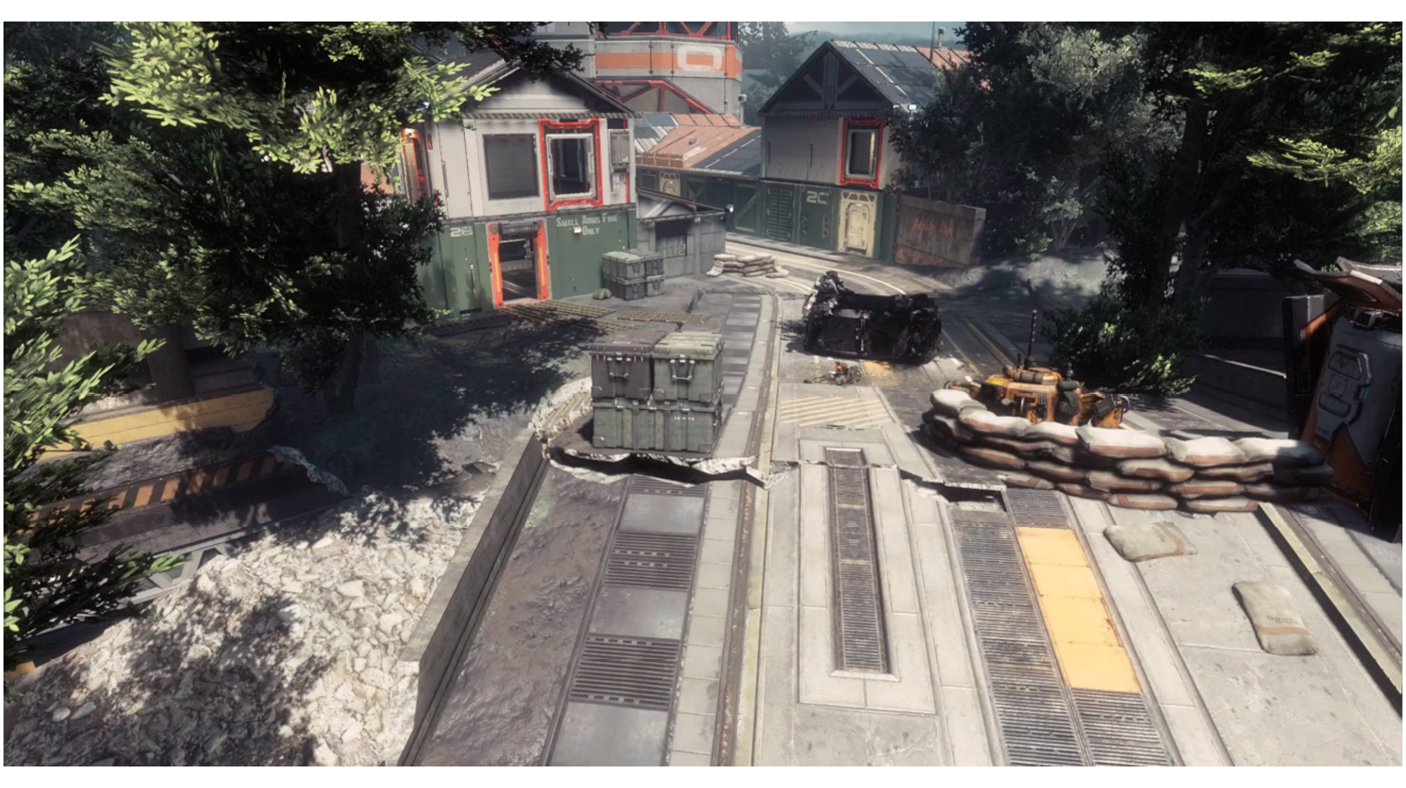
Game Mode Strategy

AMPED HARDPOINT

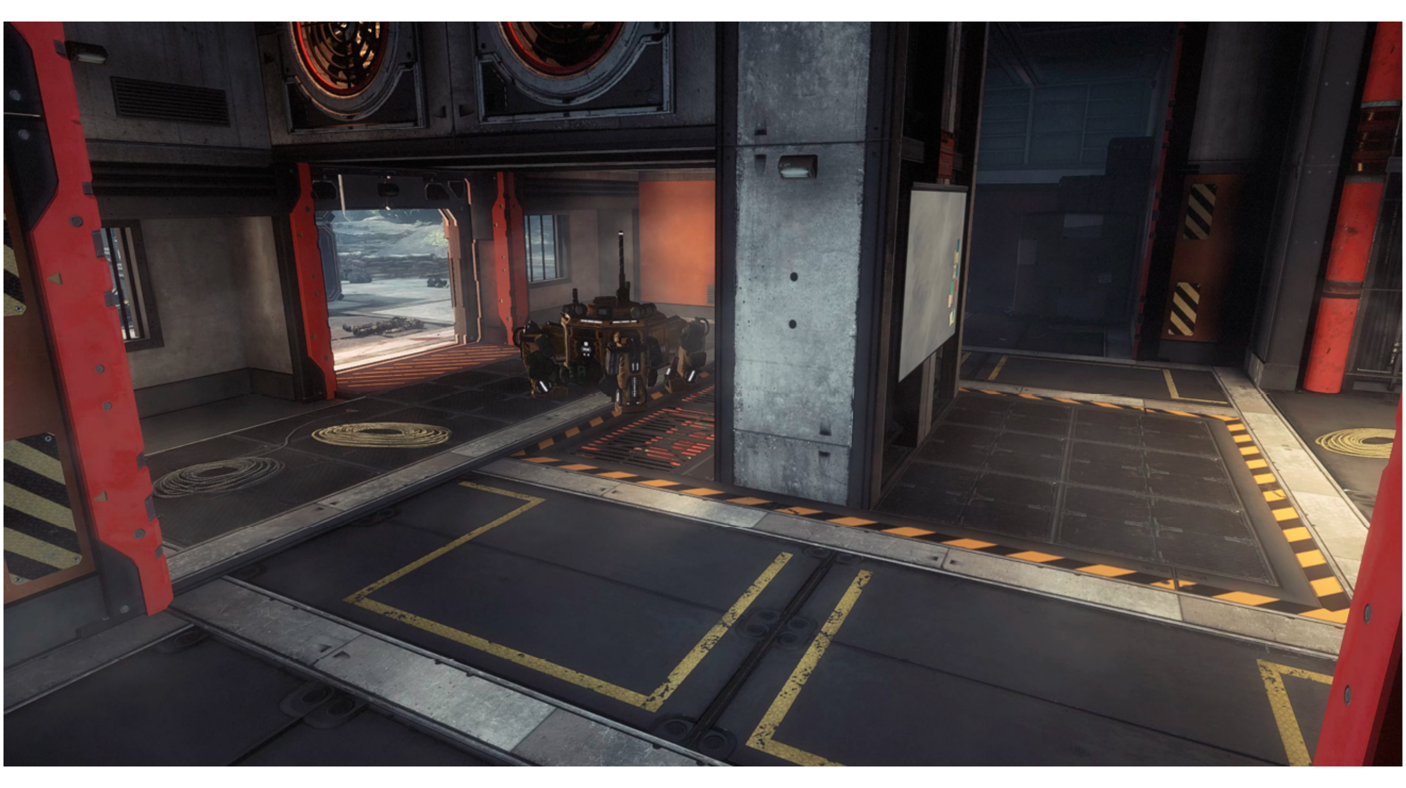
Boomtown is an extremely narrow map, making Amped Hardpoint a consistent tug-of-war. The best course of action is to not get too greedy, taking two points and amping at least one of them is plenty ground for your team to hold for the majority of the match. The majority of your forces should be spread across the middle of the map to protect the flanks of both the bridge and the direct lines to the hardpoint closest to your team's original spawn.



If you have to retreat back to your home hardpoint, be sure to know how to defend each location. The Demo Building technically has two operational floors from which you can defend. However, it is highly recommended that you defend from inside the bottom floor, in order to keep the hardpoint contested, or from across the street in one of the buildings with the slanted roofs. From here, you have a much better vantage point of the hardpoint and who is approaching. However, in these locations you must watch your back or at least have a buddy with you to help you out.



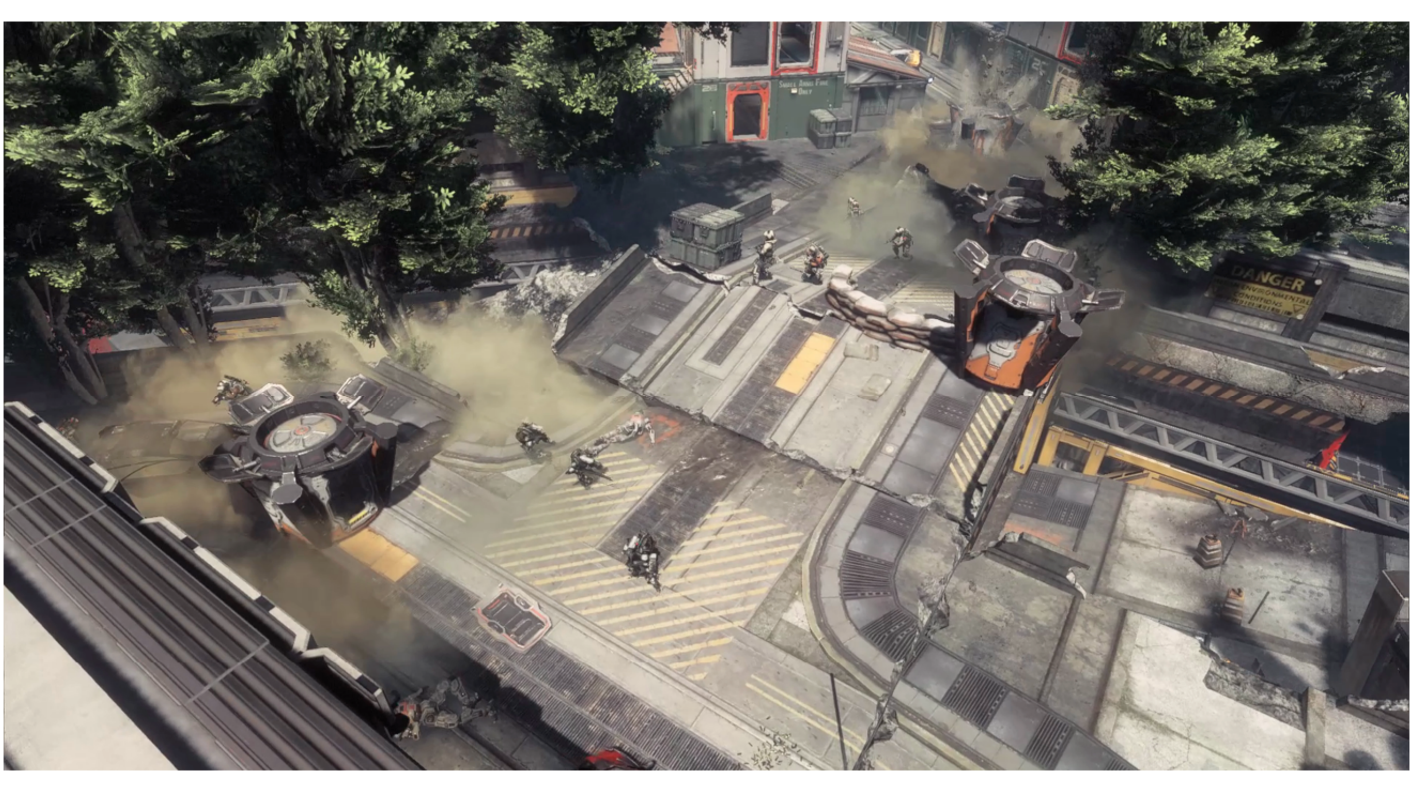
On the end of the Mess Hall, a similar strategy is called for. Defend from within if most convenient, or defend from the adjacent building with the slanted roof. It is possible to defend the Mess Hall from the center building by the bridge, but it is too easy to be sniped or flanked in this position.

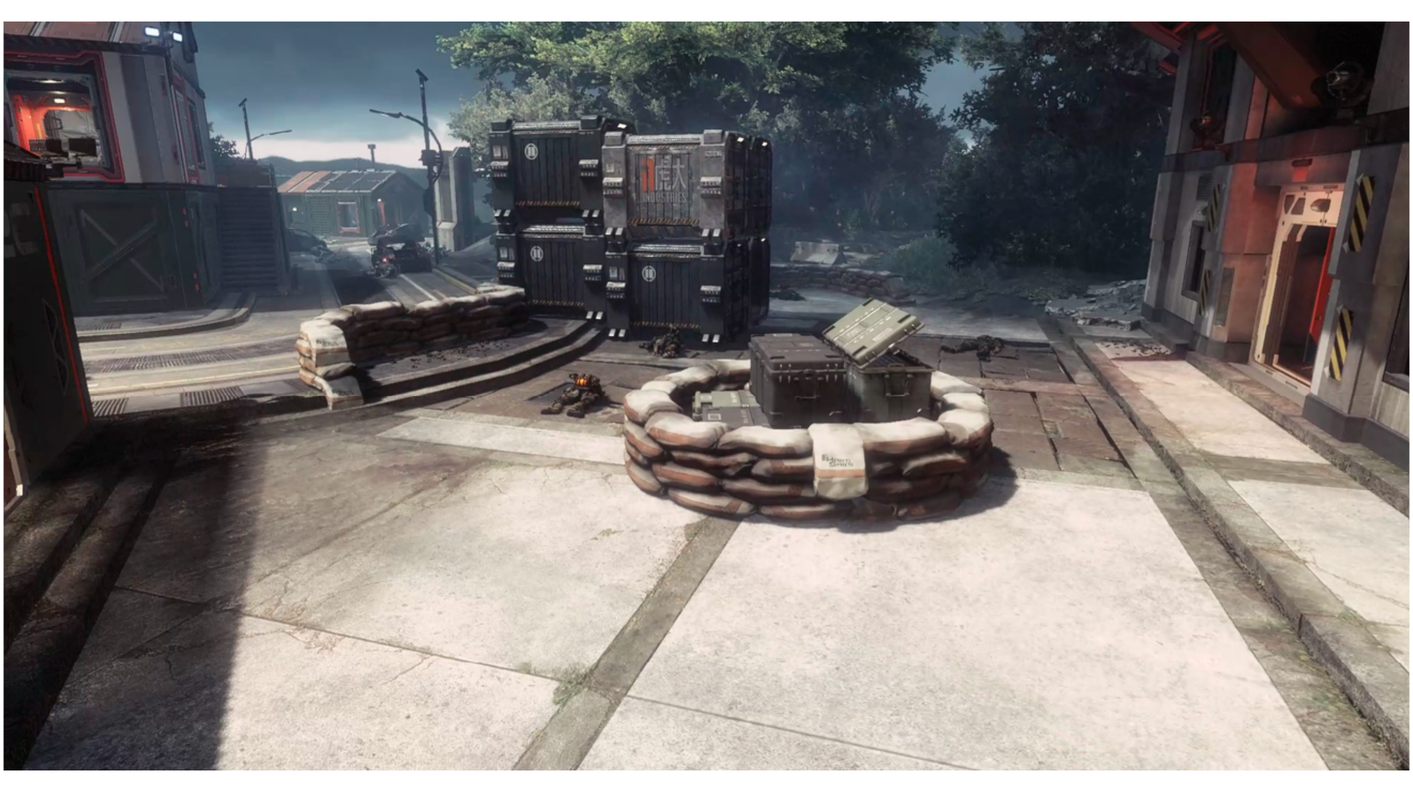


The bridge is definitely the tricky location, especially if you plan on amping the hardpoint. The peak in the broken part of the bridge will only do so much for you, as far as cover goes. It is a great feature to use to hide from snipers and enemies who might not know you're there just yet. The moment you are seen or when your location has been revealed, you need to neutralize the threat or book it in the other direction, because going back to activate the hardpoint from the next room over is much easier than risking your life and respawning much farther away.

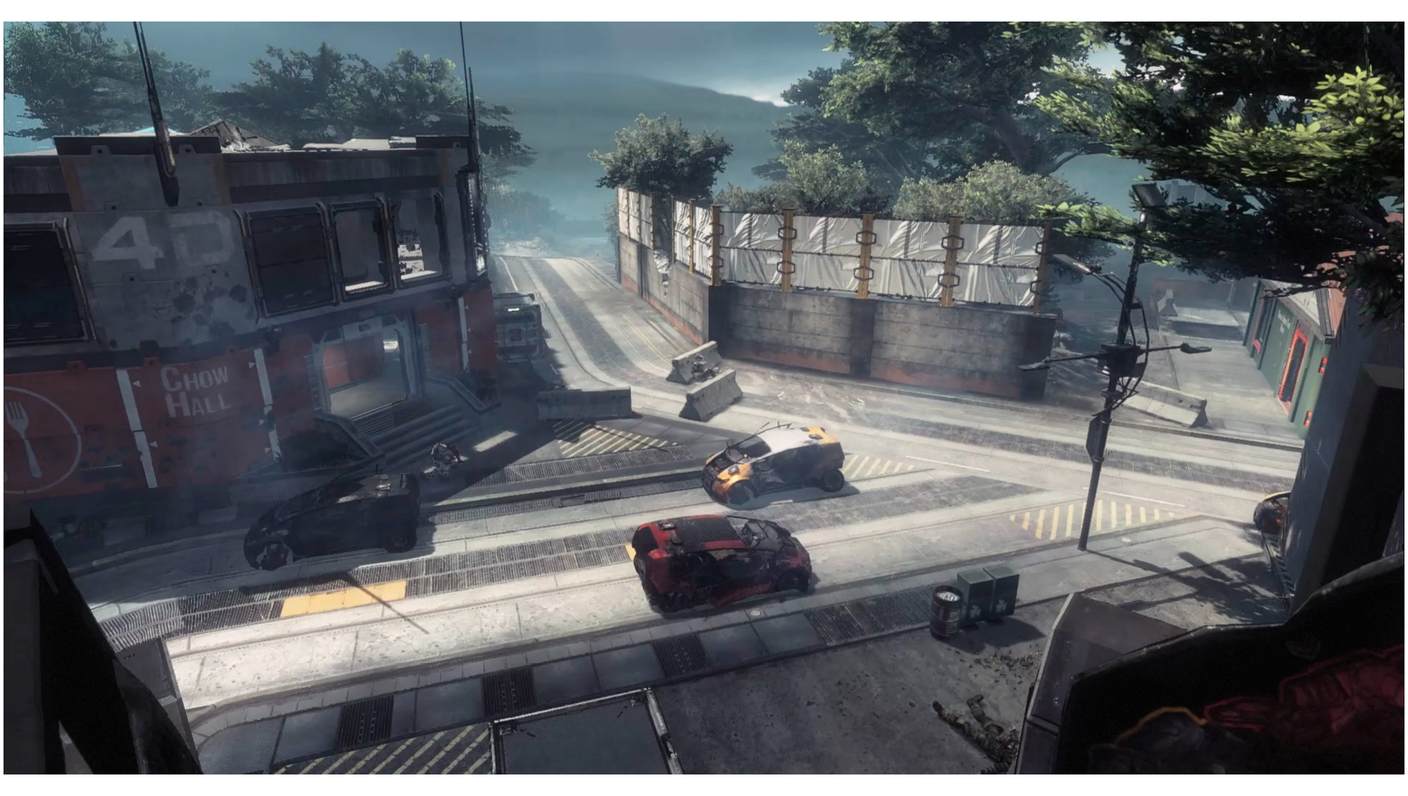
BOUNTY HUNT

The first challenge when playing Bounty Hunt on Boomtown is making it to the bridge faster than the other team can, and controlling it. Initial control of this entire central area is key for really the entire match, because it is essentially the main gateway to the other side. The first Drop Zone is directly on top of the bridge, so most of the bounty can be collected from a distance. However, having the ability to take the other team's cash can give you an early lead.



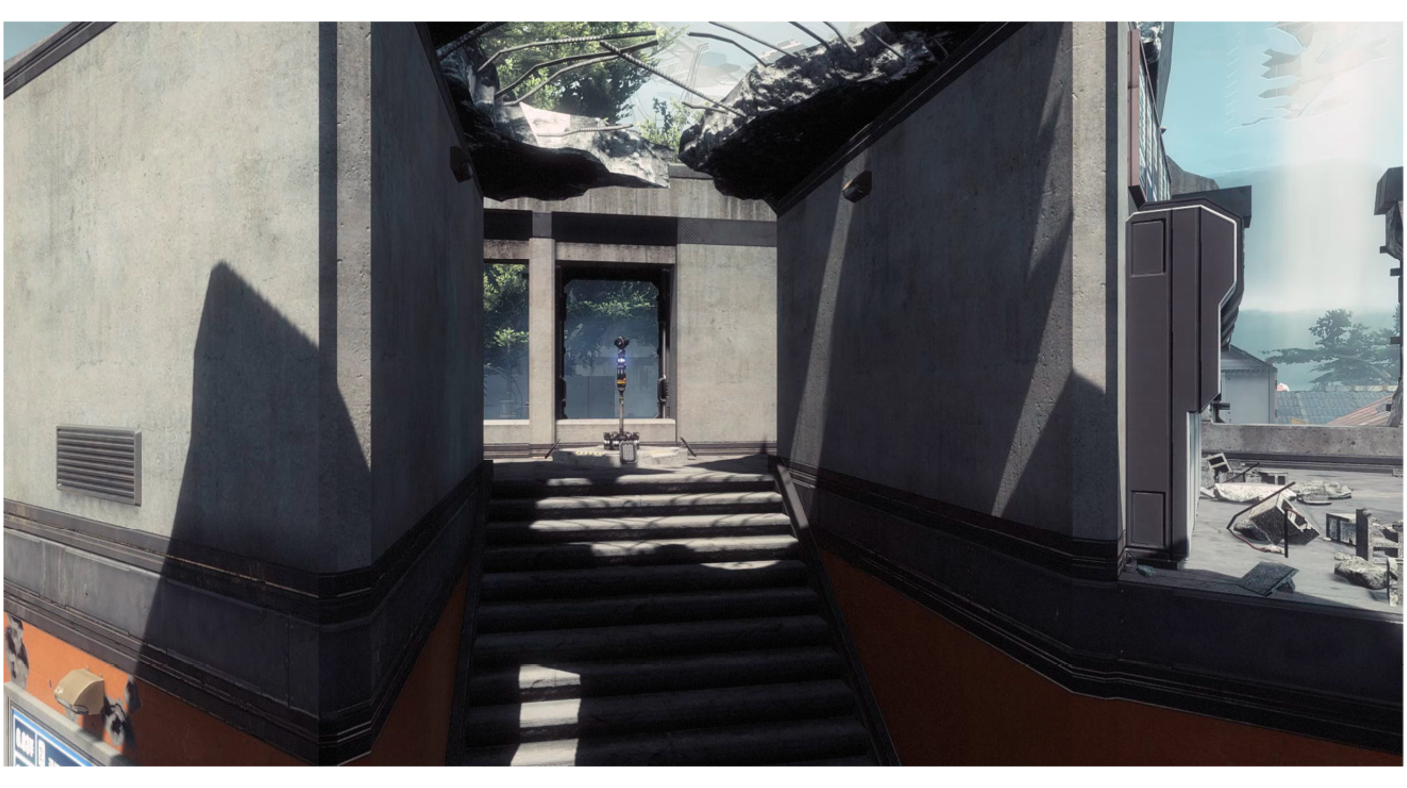


The next two locations are in the open areas of the map. First, is the Titan Target Range and its glory of having a shallow ravine that minions tend to funnel into. Titans like Scorch excel here because the Firewall and Indendiary Trap tend to attract minions like they were flies to a bug zapper. Pilots should use the building with the slanted roof to secure this location, but be sure to watch your back and know how to duck inside the building as quick as you can, in case of an emergency. There are a couple entrances on both the top floor and the bottom floor. However, if you are spawning on this side, there is an entrance on the side of the Demo Building that is the best protected. Then there is the Forest East, which has a lot of the same mechanics. However, there are more corners to watch. Same as the Titan Target Range, there is a building overlooking this location. From here, watch out for Titans, as they have very ideal sight lines into the interior of the building, not making it easy to avoid a barrage of Titan fire.

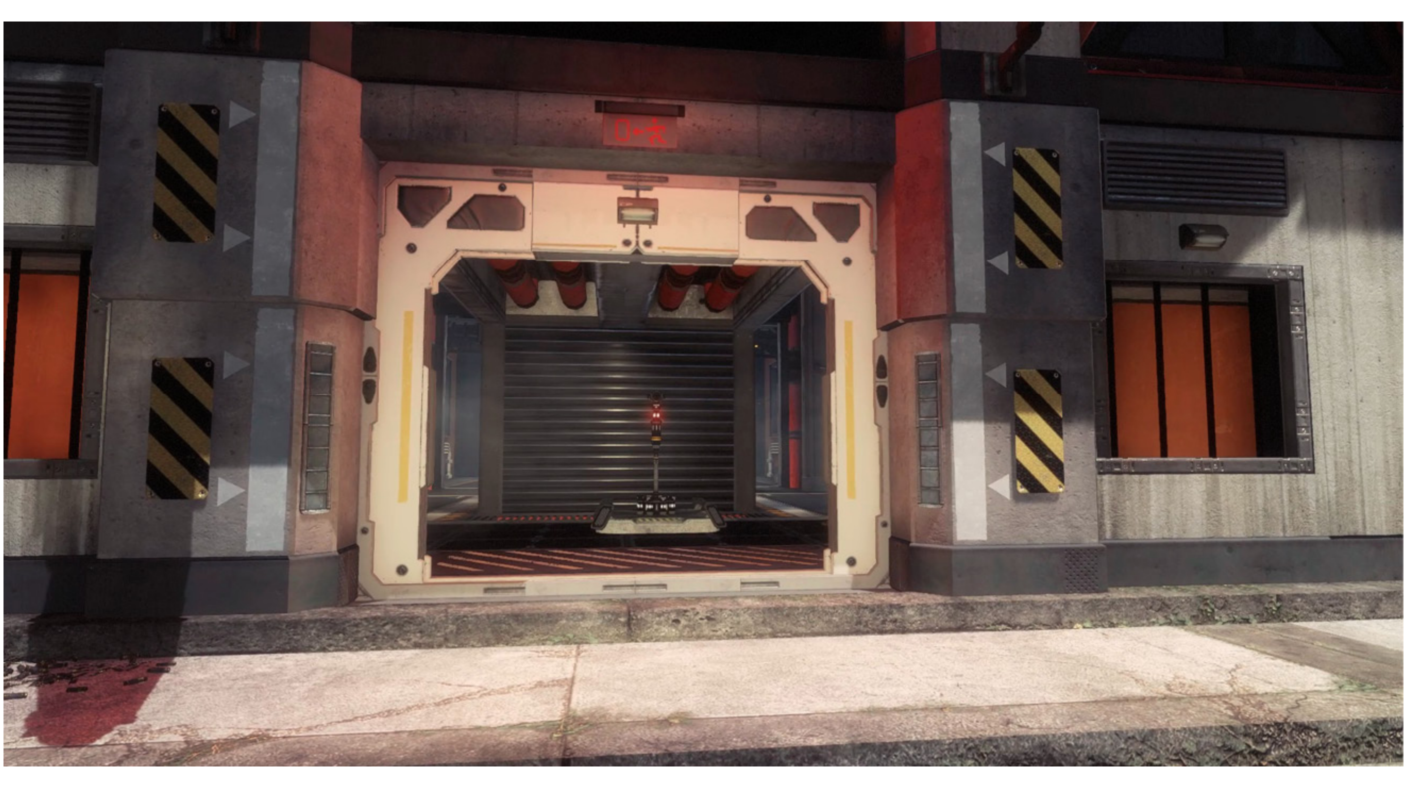


CAPTURE THE FLAG

Capture the Flag on Boomtown requires speed and minimal mistakes while a player is running the flag back to base. The map is long and narrow, making for quite the distance to travel in order to capture the enemy flag—and there's not a whole lot of wiggle room for avoiding defenders. The best course of action is to take the path that you traveled in order to get the flag, because, oddly enough, if it was safe seconds ago, it might be the safest it will be for a while. Using Stim when in a tight situation can safe your life, and possibly the match. Use it at the right moment.



The fastest way to run the flag is down the west side of the map, as it has the most buildings you can slide and launch off of in order to keep up that speed and momentum. Try not to miss any windows or jumps, because if you slow down for even a second, you might find yourself back at square one.



PILOTS VS. PILOTS

Pilots vs. Pilots quickly becomes an all-out brawl and a race to the maximum number of kills to end the match. Due to the nature of Boomtown, you might find yourself with either the most kills you've had on any map, or unfortunately the most deaths you've ever had, as this map is built for death, hence its nickname: Grave. Focus on using assault rifles and submachine guns on Boomtown Pilots vs. Pilots because these will be the most effective in this high octane environment.

Work on staying mobile and grabbing kills while in the air or in the middle of a slide. Stopping to make a shot on Boomtown is often suicide, and the Pilots who don't stop moving tend to be the more successful ones. However, unlike any other experience, you must focus on how you're going to get where you're going a lot more than your actual end point.

LAST TITAN STANDING

Speed is not the objective of Last Titan Standing on Boomtown. Agility and raw firepower are royalty in these parts. Titans such as Ronin using the Phase Dash ability and Scorch and its massive damage output will both excel on Boomtown. Trap enemy Titans in the corner by setting the ground ablaze or pin them up against a wall, like a boxer forcing his or her opponent onto the ropes. However, there are others that do well here, too.

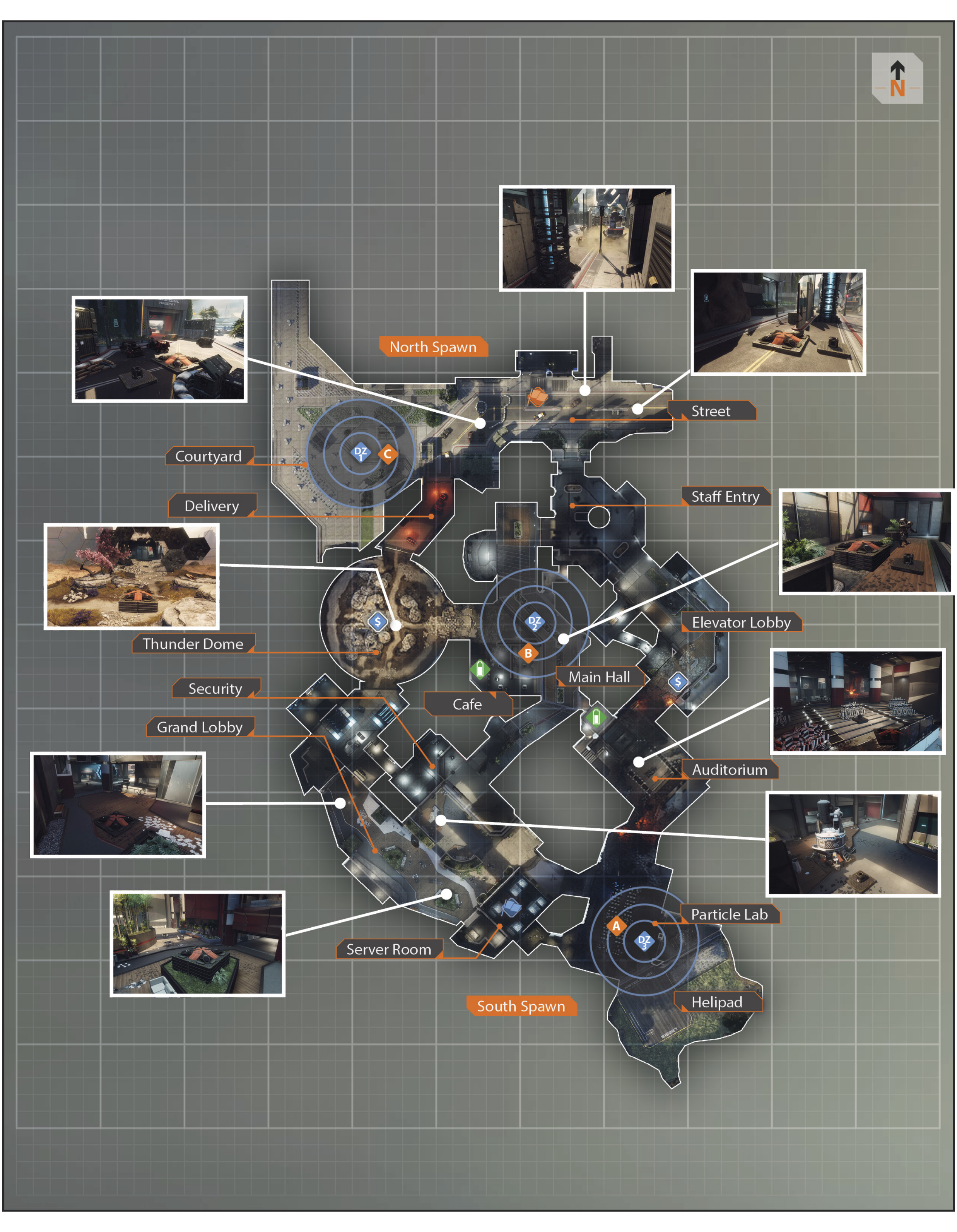
Tone has the perfect ability for this map; being able to drop a Particle Shield that protects an entire pathway can become extremely useful, even when you're outnumbered. Just be prepared to counteract and back off of a location if you see a Ronin Loadout striding toward you. The tricky part about Tone, and the reason it is not part of the recommended Titans for this map, is that the Salvo Core is not ideal for this layout. While powerful and overwhelming for the enemy, simply dashing behind a barrier that is close by causes problems for the outgoing rockets trying to hit their marks. Considering that the Core is what turns the tide of most battles, this is a serious problem.

ATTRITION

Boomtown is narrow and has a lot more going on toward the center of the map. However, there are still three full lanes on Boomtown and they should be what you focus on in order to control the map. Use the extreme amounts of natural and manufactured cover on Boomtown to conceal your approach on a location, or simply just to get out of the line of fire. Running through and getting kills is important, so if you can do that without being seen by future combatants you will last long. The tall building adjacent to the Bridge is a prime location for snipers and anyone with a good shot from a distance; however, it is important to realize that you are extremely vulnerable up there so being able to duck into cover or use Stim to blast away would not be a terrible idea.

TITANFALL 2

Complex
Overview



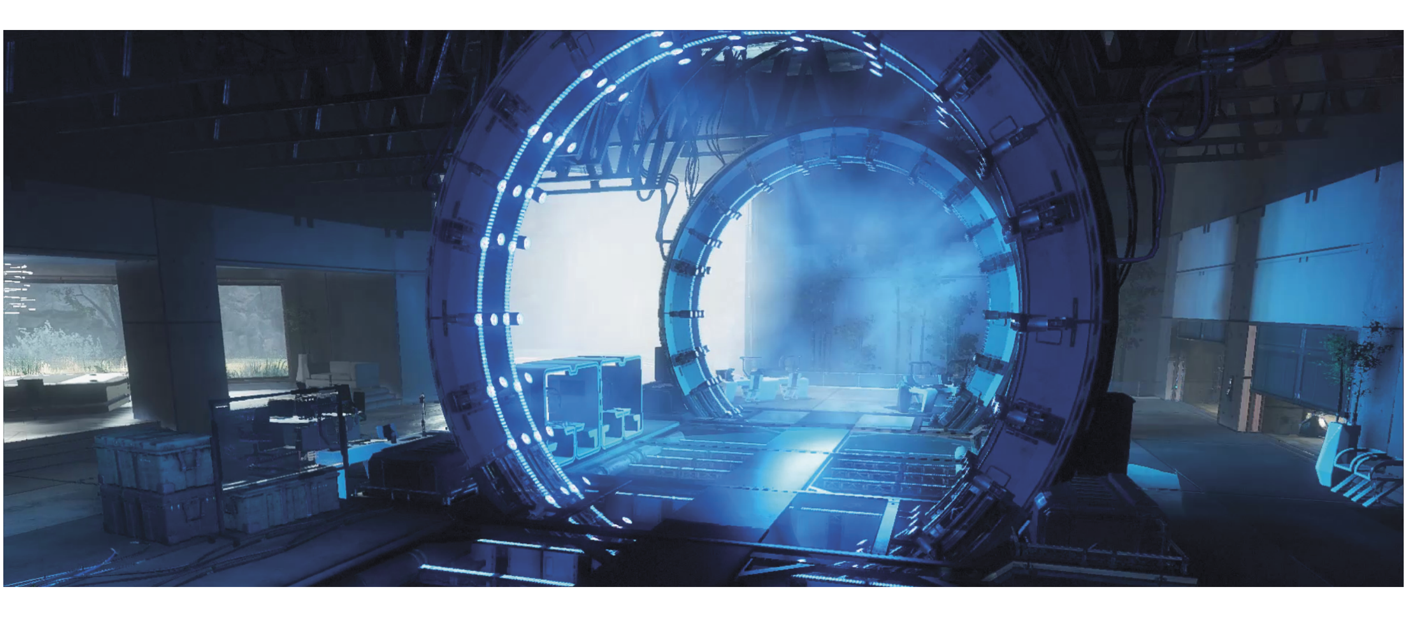
LEGEND	
🟩	Last Titan Standing
A	Hard Point
BOUNTY HUNT	
DZ 1	Drop Zone
$	Bank
CAPTURE THE FLAG	
🟦	Blue Team Flag
🟧	Orange Team Flag

This IMC Advanced Research Center was home to multiple experimental facilities that focused on archeological analysis, wildlife research, and human research—one of many built to study and interpret new leading discoveries in the Frontier. This location was originally managed by V-Industries, an IMC-affiliated research firm. Following the company's acquisition by Hammond Robotics, the facility was decommissioned and left vacant, in favor of a new facility at an undisclosed location.

This facility is comprised of a network of hallways, connected by spacious junctions. Pilots can predict Titan movement and cut through the complex to set up ambushes, while Titans will find easy victories by catching Pilots out in the open. Equipped with a thorough knowledge of the layout, an agile Pilot can learn to flank around to hit the enemy from the rear for best results.

PARTICLE LAB

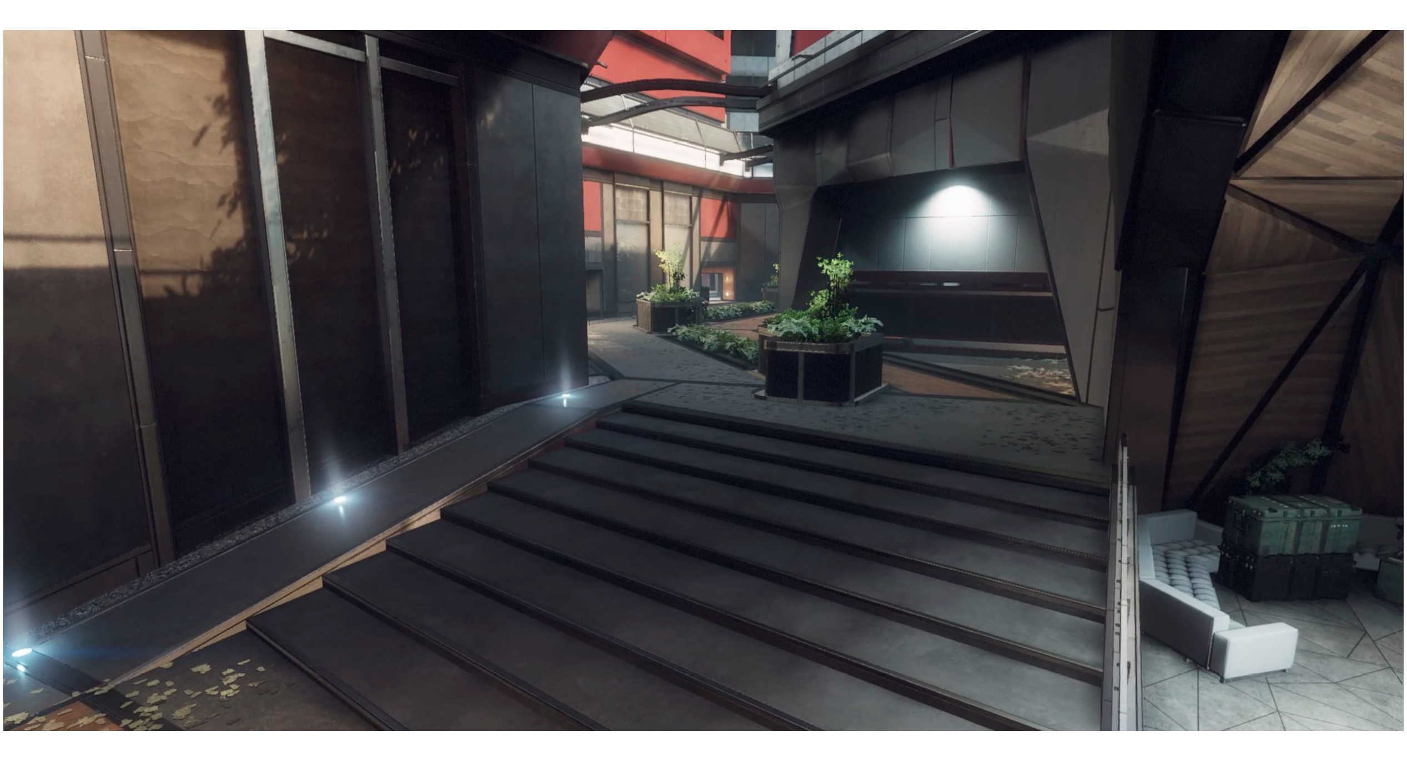
The Particle Lab is where the IMC has the major part of their research done, using their large pieces of equipment and scientific tools. Here is where you can find the A hardpoint in the Amped Hardpoint game mode. The Particle Lab has a few unique advantages when you're attempting to defend the location. There is a clear entrance and office area right next to the server room, which is the most central entrance and is the easiest to defend. There is also a back entrance, which you'll want to keep your eye on. It's not a popular entrance because it's a bit difficult to get to, due to spawn loacations and the fact that you have to pass through the server room, but nonetheless, it's not a good idea to ignore it.



The two central locations are very important, but something you might have noticed is the giant hole in the wall directly in front of the particle machines. This is a major location because even though it is not a direct path to the center of the map, this is the main entrance to the Particle Lab, which can fit a Titan easily. Protect this entrance with another Titan, or at least find a way to flank it, fast.

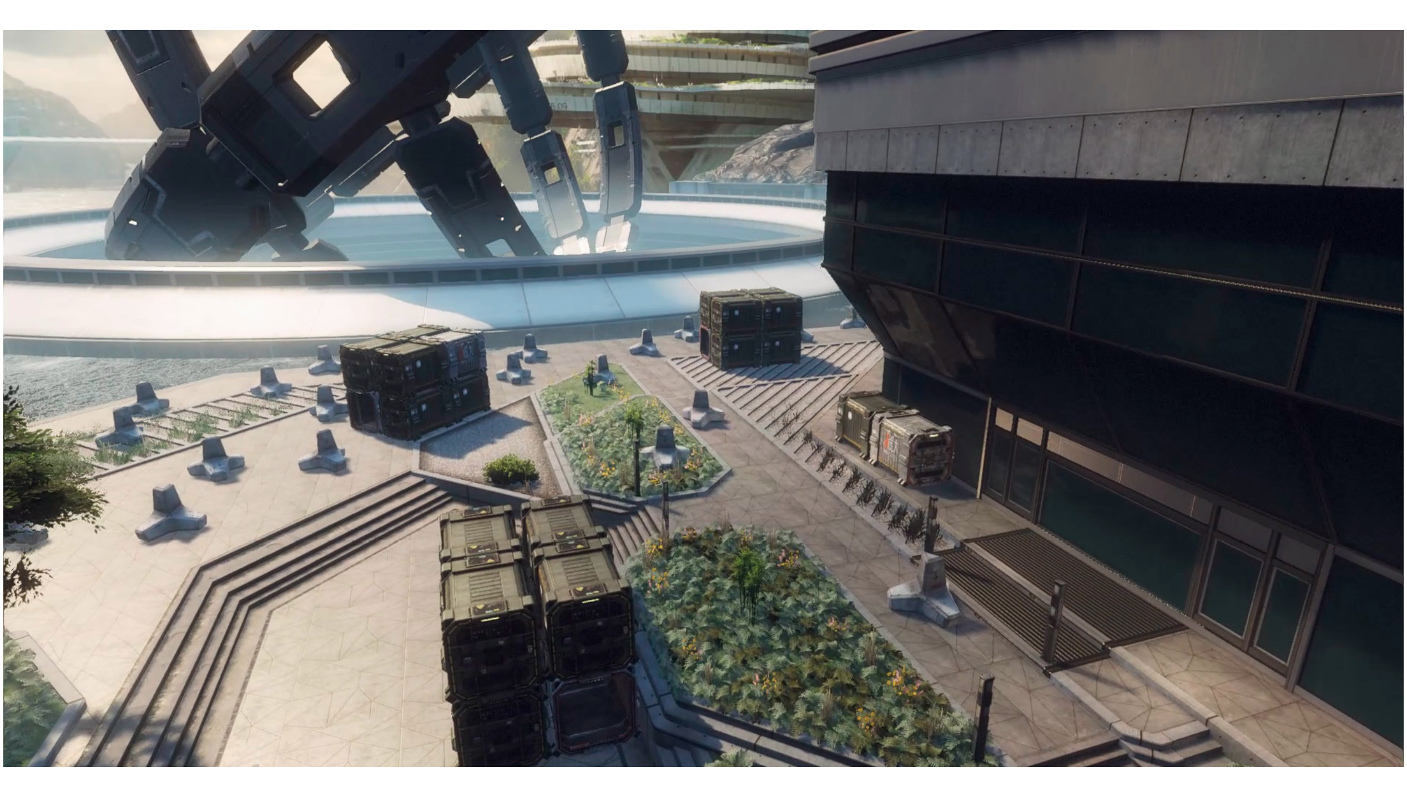
MAIN HALL

The Main Hall is exactly that: it is the very center of the complex, and in many ways, it is the prime hotspot for killing minions and fighting both Pilots and Titans. If you're not equipped for compact heavy duty battle, you might want to stray away from the Main Hall. When in your Titan, make sure to keep your head on a swivel and peek your head up from time to time. Pilots are known to run the walls at a high elevation to be able to completely elude any Titan focusing on ground units or even to get into a position to rodeo enemy Titans. Use the room where the B hardpoint is located to avoid Titan fire and escape to the Thunderdome, if you must.



COURTYARD

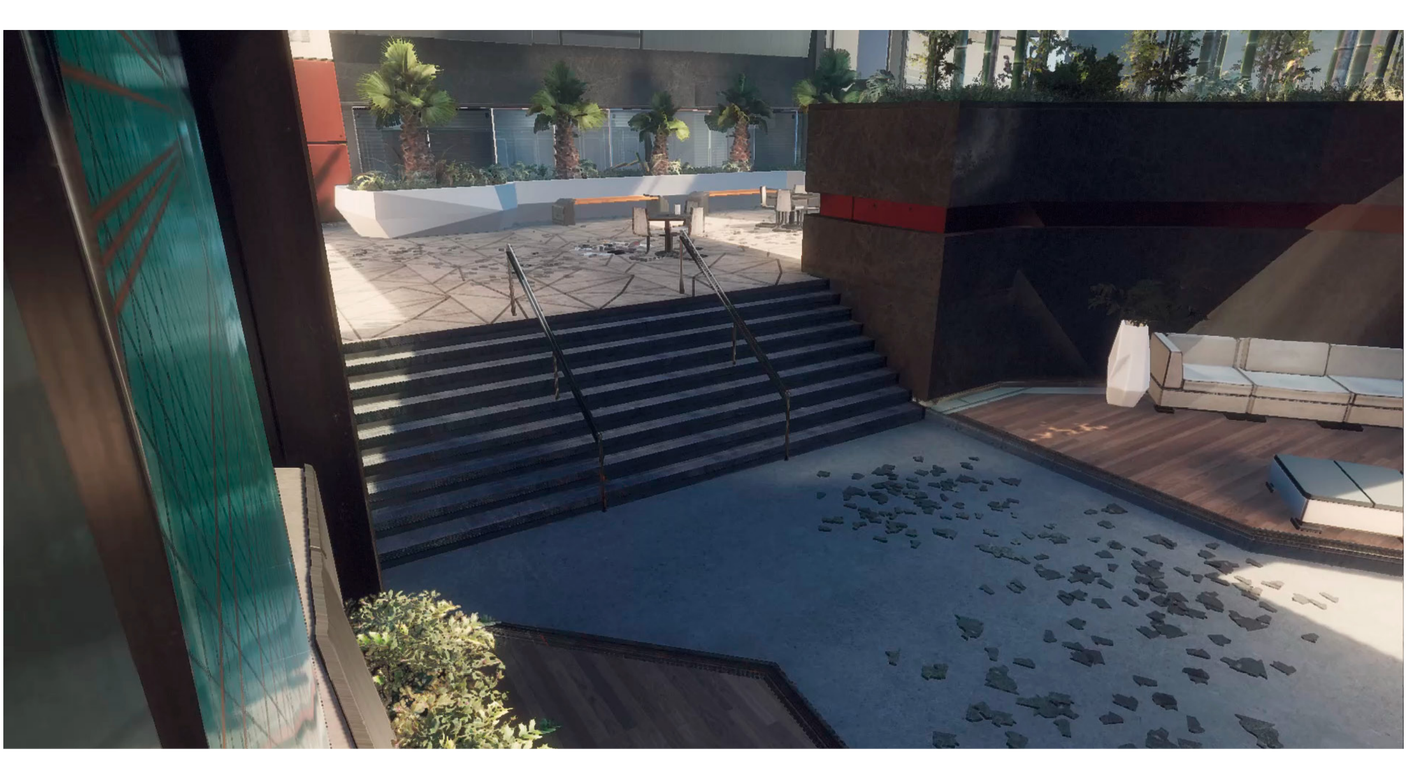
The courtyard is where the C hardpoint is located, and it is not at all like most locations on Complex, simply due to the fact that it is fully outdoors. The courtyard is prime location for Titans that have a wide area of affect abilities. Use the cover of the shipping containers and boxes to stay hidden from any enemy Titans, because if they see you, you are going to have to do some slick maneuvering in order to stay alive. The backdrop of the courtyard is a large cliff that you can technically travel to, but you are not going to last long, so if by some reason you find yourself launched over the edge, get back as quickly as possible.



There are two real entrances to the courtyard. However, they are both rather large, making them relatively difficult to defend head-on. You are going to need a few teammates to lend you a hand. Be sure to have Cloak equipped as your Tactical Ability, just in case you find yourself in a tight spot. It might be the only way for you to survive and either find your way to the delivery area or down the street and out of immediate danger.

GRAND LOBBY

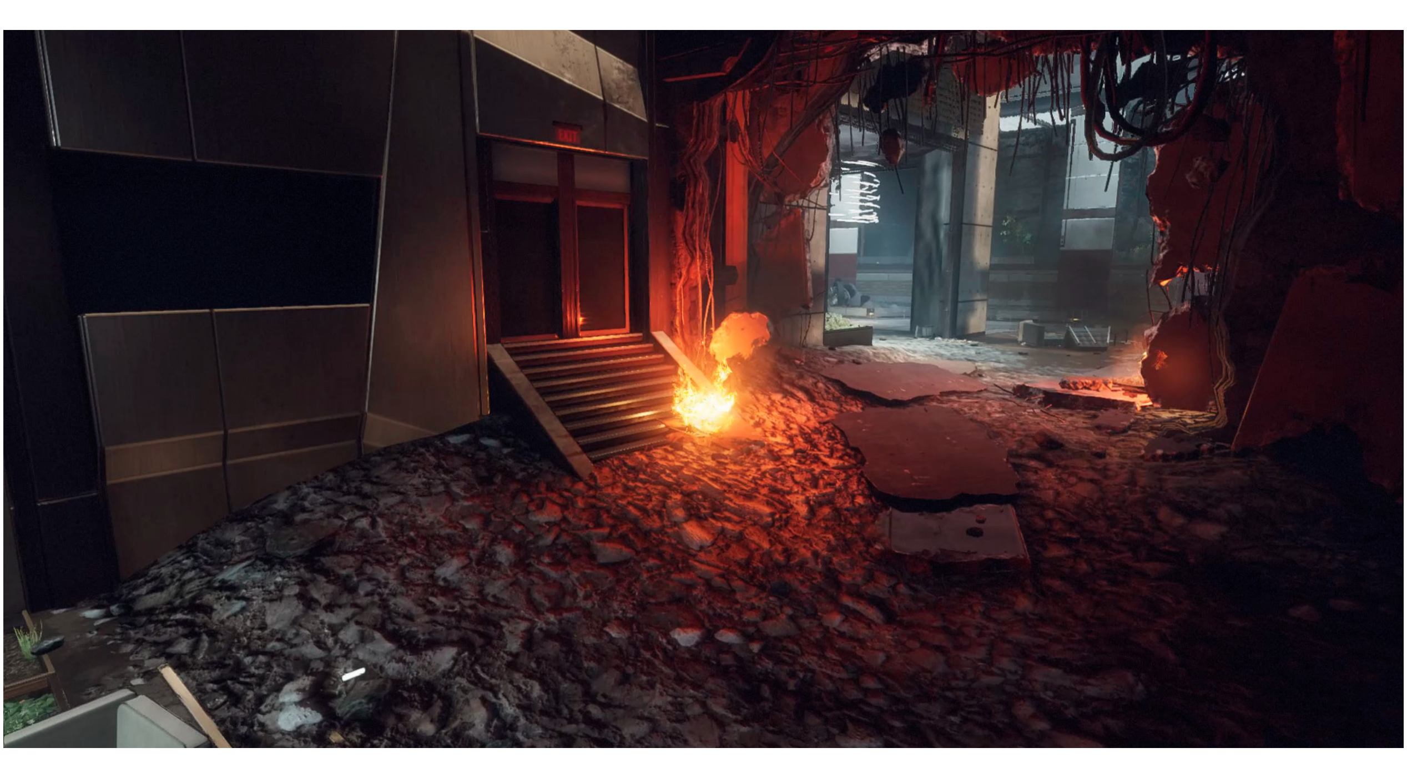
There are two large areas on this map that serve as central battle zones away from the rather narrow Main Hall. The Grand Lobby has a couple of sections; the largest section is the main portion, where you can see a few pillars in the center of the lobby that are great as launching points for Pilots to gain some speed for quick maneuvers. Also in the main portion there is a lot of open space, which means it is a good idea to stay out of the center as much as possible. Next is the waiting area that leads to the Main Hall; here is a great staging area for both entering and exiting the Grand Lobby, as there is just enough cover to recon the area before moving forward.



The biggest difficulty about learning how the Great Hall works is how many ways there are into it. Connected by the security office, control room, and server room, these are all possible ways to attack this location. The Grand Hall is not necessarily the best place to defend. However, your team may be more successful if they patrol it and constantly push the other team out via defending the entrances from within them.

ELEVATOR LOBBY

Not unlike the Grand Lobby, the elevator lobby is very much a pass-through location, due to the lack of major cover. However, this is another central location where battle is guaranteed to ensue. The elevator lobby is an L-shaped room, so instead of having inherant cover, it is possible to use its shape and natural corners to ambush your opponents. The real trick is to be able to set traps and barriers with your Titans. Titans like Scorch and Ion both work well here, especially in modes like Capture the Flag, creating a blockade for any enemy Pilots or Titans attempting to pursue.



RECOMMENDED PILOT LOADOUTS

Grapple Glider

This loadout is best used when you're staying mobile at all times in an urban environment. You are able to use your Grapple twice at a full charge and when up against a Titan, helmet to nose. Being able to find the nearest high place and pulling yourself out of harm's way fast can save your Pilot's life and keep you close to the objective. Firestar is great for covering your tracks when you're attempting to get away; with the use of Ordnance Expert, it is easier to throw the Firestar right at the enemy Titan's nose, blinding the Pilot inside.

The Grapple Glider is designed for swift, close-quarters offensive strikes. Using the wide-spread shot of the Mastiff, gather as much momentum as possible by swinging around corners and sliding to keep up your speed. Make sure you have enough speed because attacking your enemy straight on is extremely dangerous, but going fast enough makes you a difficult target to even see.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Grapple	Grappling hook for getting to out of reach places quickly.
	Ordnance: Firestar	Incendiary throwing star.
	Primary Weapon: Mastiff	Auto-loading shotgun with wide spread.
	Secondary Weapon: Thunderbolt	Fires a powerful ball of electricity.
	Kit 1: Ordnance Expert	Ordance is more readily available (quicker cooldown)and enables you to see the projected trajectory of your ordnance.
	Kit 2: Wallhang	Hang onto walls by aiming while wallrunning.

Ghost

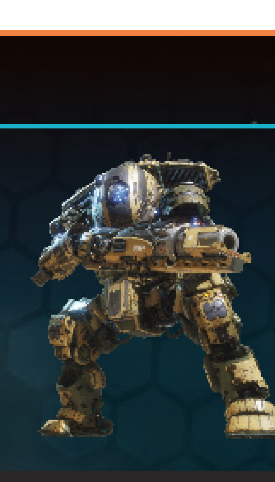
The Ghost Loadout is ideal for a full-on offensive mission, with the ability to back off if things get desperate. Use Cloak as a way to get closer to your enemy, and always take the positioning of you and your opponent as priority. The purpose of the R-201 is so that you are able to keep your distance from enemy Pilots, due to the fact that you are much more visable, even while cloaked, up close. The same goes for why you have the Charge Rifle at the ready, just in case you must take down a Titan.

You may be faced with no other option than to flee, because it's much better to flee and fight another day rather than give the other team a Pilot kill and make it easier for them to call their Titans in. Always know where your exits are, and as soon as you think things are looking grim, activate your Cloak. Run toward the exit, and don't be afraid to jump and get acrobatic on your way out. That's what Low Profile is for.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Cloak	Become nearly invisible. Cloak has increased effectiveness against Titans.
	Ordnance: Arc Grenade	Stuns Pilots and blinds Titans.
	Primary Weapon: R-201	Full-auto and high accuracy.
	Secondary Weapon: Charge Rifle	Charged precision beam Anti-Titan sniper.
	Kit 1: Phase Embark	Quickly teleport to your Titan.
	Kit 2: Low Profile	No jump jet trails and silent Titan rodeo climbing.

RECOMMENDED TITANS

Scorch



Scorch is a great option for this map because the Incendiary Trap has a radius perfect for the numerous hallways on Complex. Not only can the Incendiary Traps catch your enemy in a position that they will have one heck of a time escaping from, it can also simply block an entire route, keeping a Titan from attacking you head-on. The counter to this is Ronin's Phase Dash; however, if you catch Ronin moving past your trap, you can set another trap by backing the enemy Titan into it again with your Thermal Shield.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Overcore	Your Titan starts with a 20 percent head start on its Core's build time.
24	Scorch Kit: Fuel for the Fire	Firewall lasts longer.
	Titanfall Kit: Warpfall	Faster, warped-in Titanfall.

Ion

Ion is your most basic and well-rounded Titan which is what makes this Titan loadout great for this map. Because of the mixture of extremely tight areas as well as wider rooms, the heavy combination of the two demand a Titan that can do it all. This map also calls for a smart Pilot that can flank enemies quickly, without them noticing; the extra dash that you get from Turbo Engine can make that a greatly more achievable.

Considering the close-quarters combat, especially for Titans, Ion needs to have as much energy as possible because you should be using it frequently. Focus on making shots that cause critical damage because Entangled Energy allows you to keep your defense up, as well as being able to cause a large amount of damage to your enemies with the use of Laser Shot.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Turbo Engine	One extra dash.
	Scorch Kit: Entangled Energy	Splitter Rifle critical hits restore energy.
	Titanfall Kit: Warpfall	Faster, warped-in Titanfall.

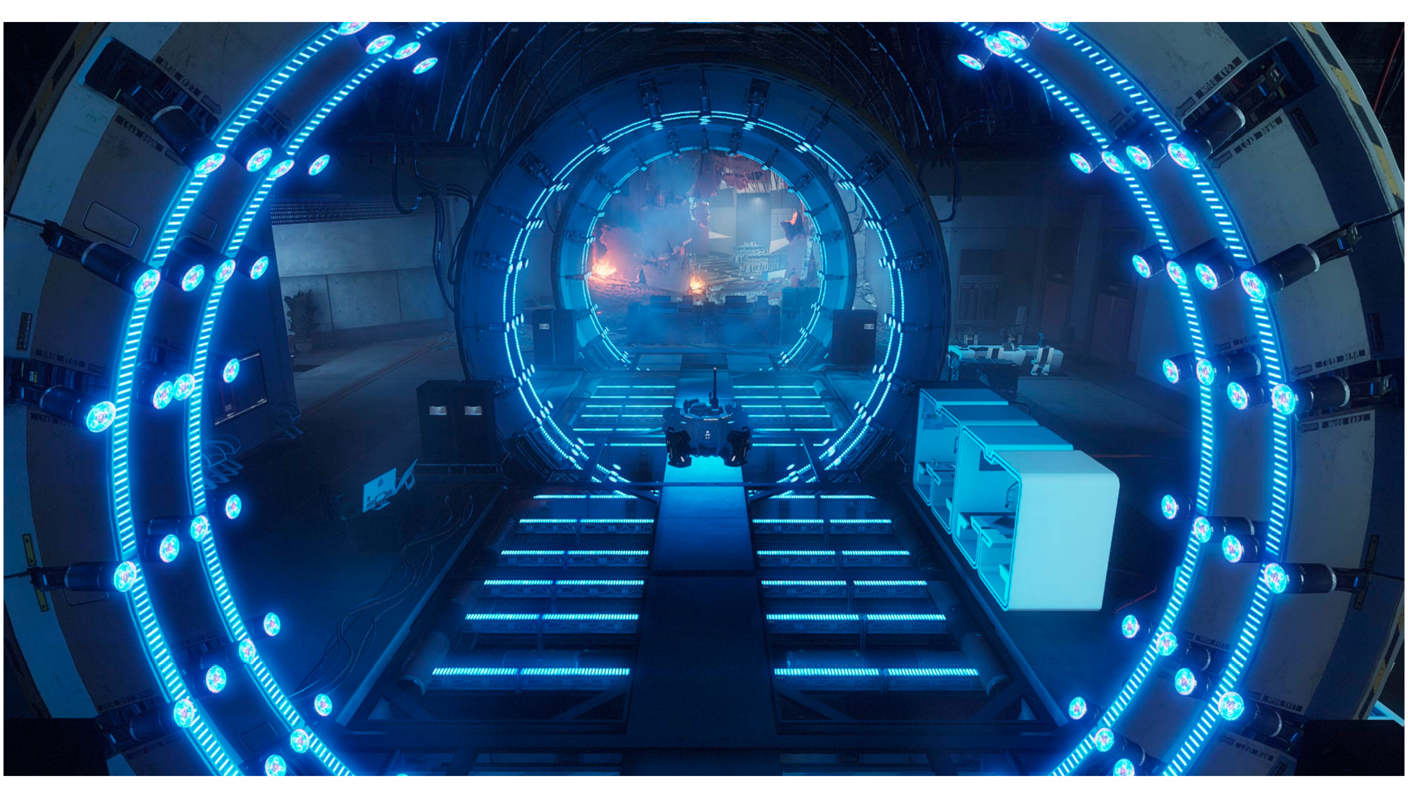
TITANFALL 2

Complex

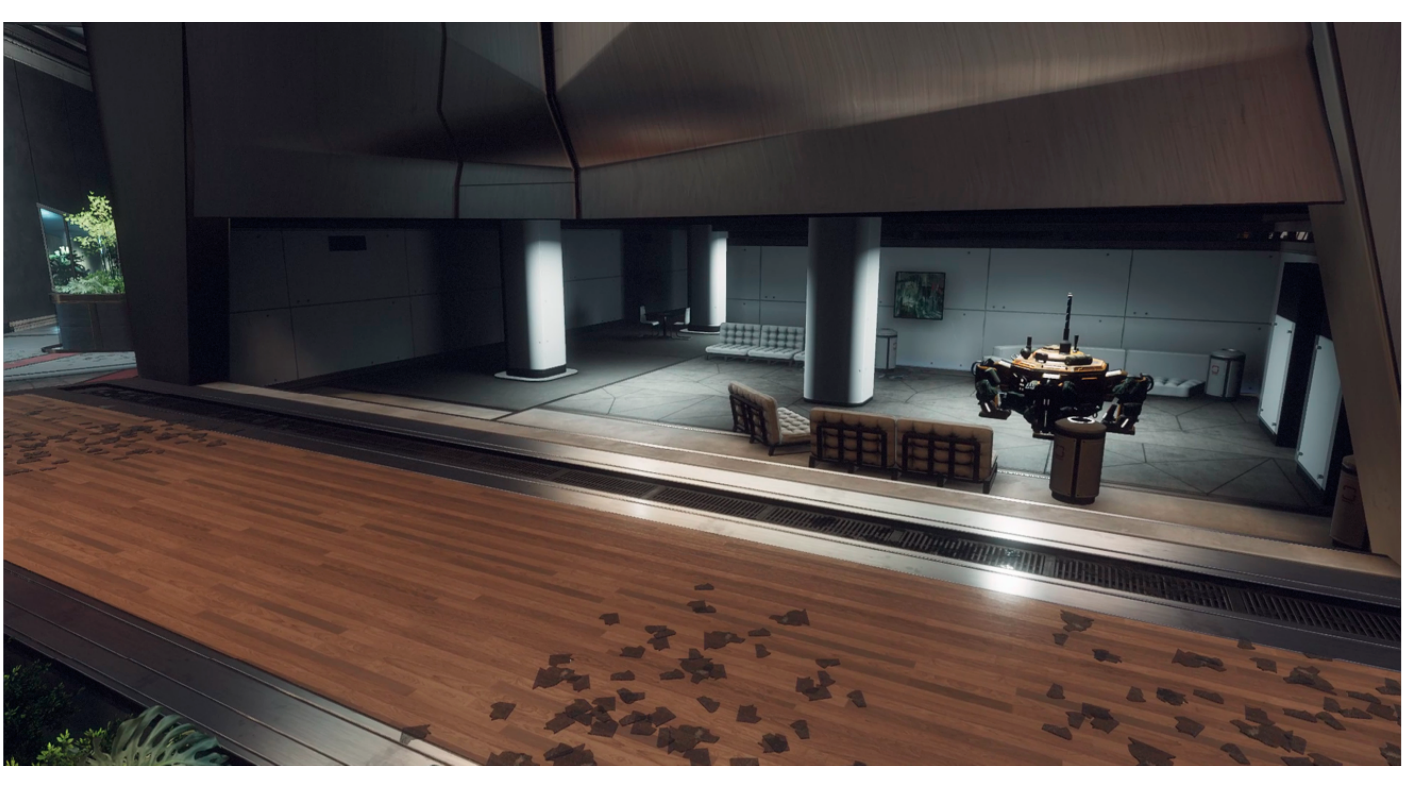
Game Mode Strategy

AMPED HARDPOINT

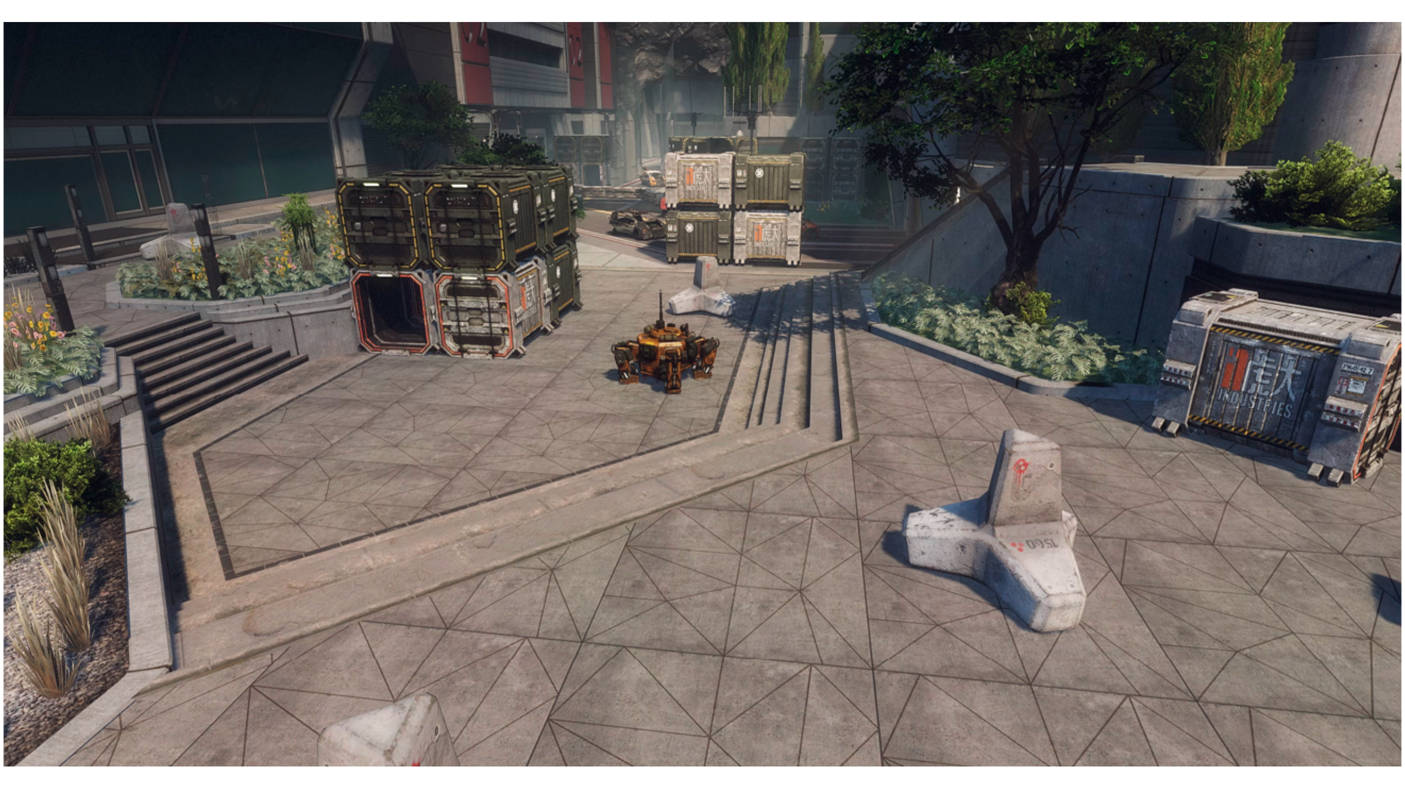
Complex is one of the more chaotic maps on which to play Amped Hardpoint. Starting from the helipad, the A hardpoint is just inside the building, better known as the Particle Lab. The Particle Lab is an indoor area. However, it is still a rather wide-open facility, allowing for plenty of mobility in order to avoid Titans attempting to attack or defend this hardpoint. Cloak works very well for defending hardpoint A because of how dark the lack of lighting makes this location, creating the best location to focus on amping.



The B hardpoint is tucked inside the reception area in the middle of the Main Hall. This location can be seen from several different angles, but not while in a Titan in close proximity, due to its architecture. Adjacent to the reception area is the Thunderdome, which can serve as a quick escape after the hardpoint has been captured, thus not to get bombarded with explosives when the enemy comes to take it back.

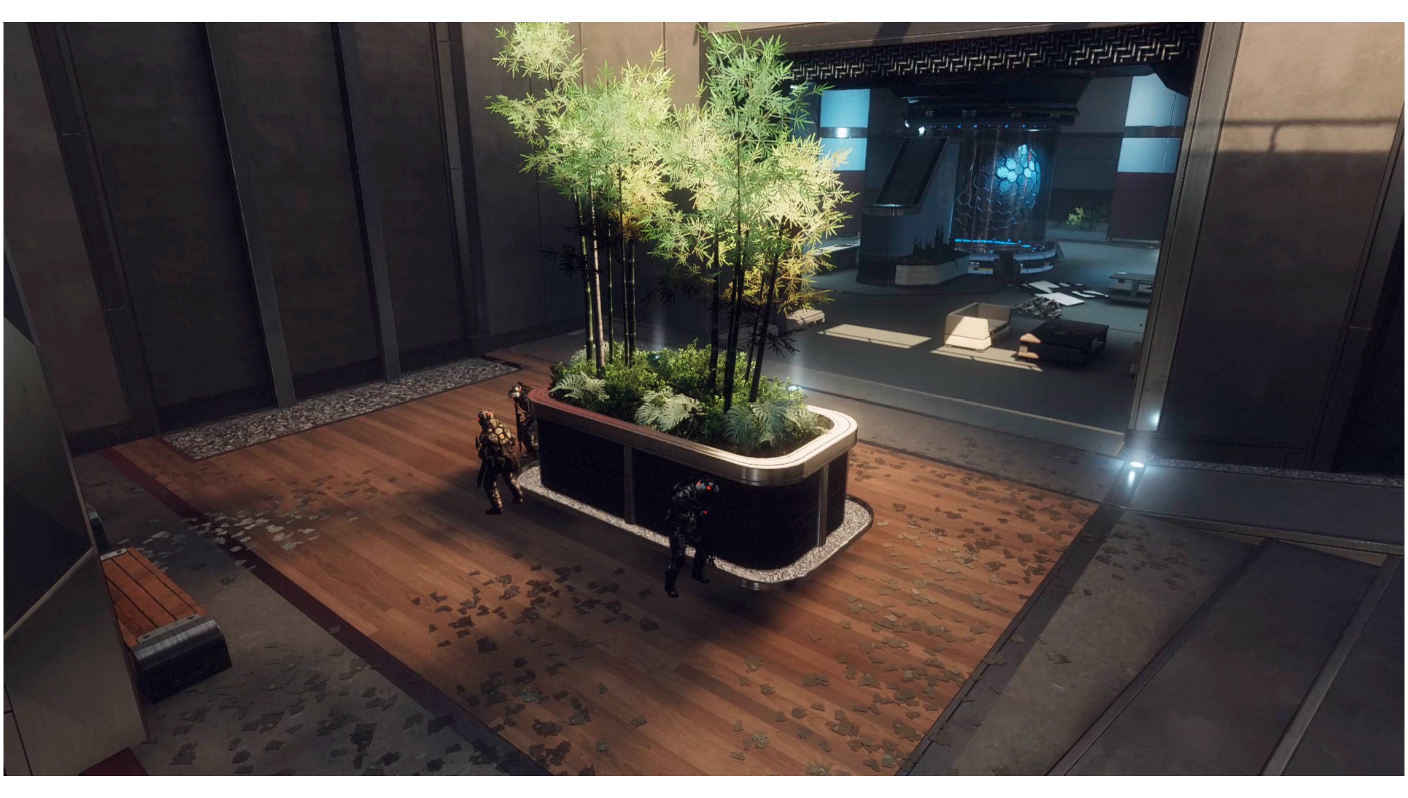


Finally, the C hardpoint is located outside in between the courtyard and the street. Due to the fact that it is outside, you might want to prepare for a Titan fight. Defending this location without a Titan proves to be near impossible. However as a Pilot, you should find it is easy to hide from Titans, as well as other Pilots. You may not be able to directly defend this location very easily, but if you are able to stay hidden you can defend from Pilots by keeping the element of surprise. If you're faced with a Titan coming to gain control of this hardpoint, use your Firestar or Arc Grenade to keep the Titan distracted while you buy time for friendly Titan support, or to get your fellow Pilots to overwhelm the Titan with rodeo bombing and Anti-Titan fire.

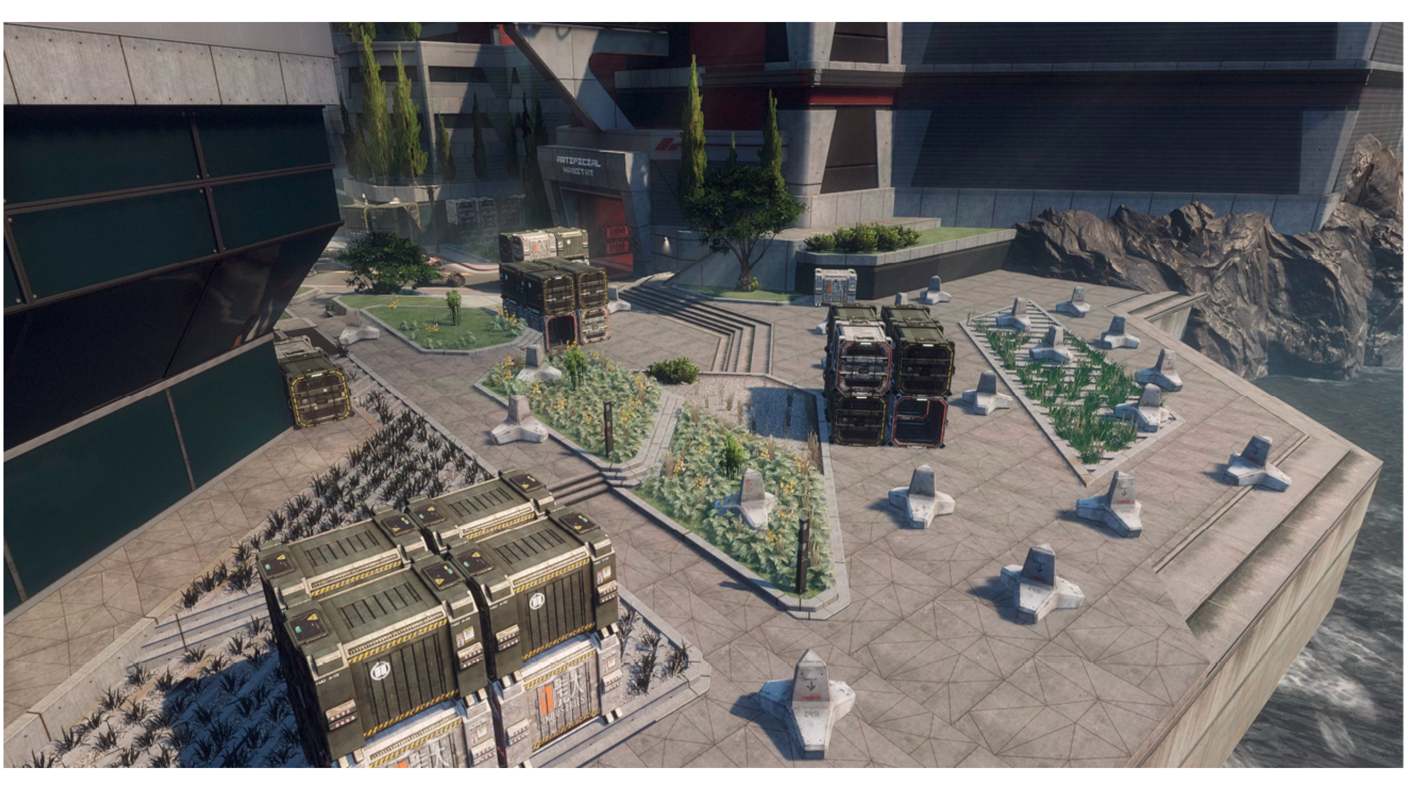


BOUNTY HUNT

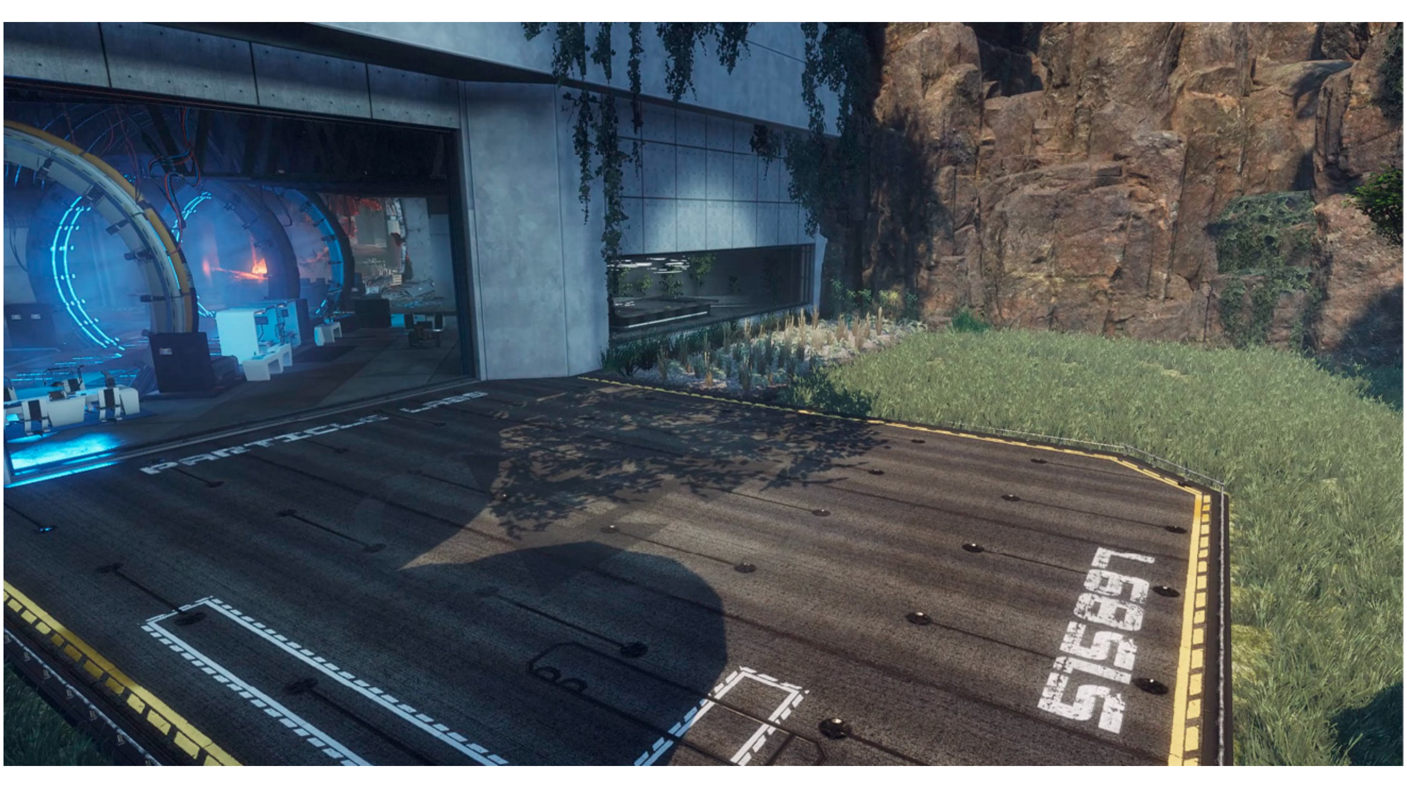
During Bounty Hunt, the first wave takes place in the Main Hall, so prepare for some chaos and lots of wallrunning. Keep your eyes focused on all elevations while killing minions and ending the wave. Electric Smoke is a great ordnance option for the first wave because of the tight spaces.



After the first wave and as the waves begin to separate from the center of the map, you can find one of these location in the courtyard. The courtyard is rather open, making it the preferable Drop Zone when going after minion and Titan bounty. If your team's spawn is on the opposite end of the courtyard, you may want to organize your team to send a full on assault on the courtyard to take advantage of these easier kills. This serves as two different advantages because, if you are able to successfully take over the courtyard, you will be able to gain more money for your team, as well as grow your bonus. However, try not to get killed by the other team, as you will give them half of the bonus that you gained.

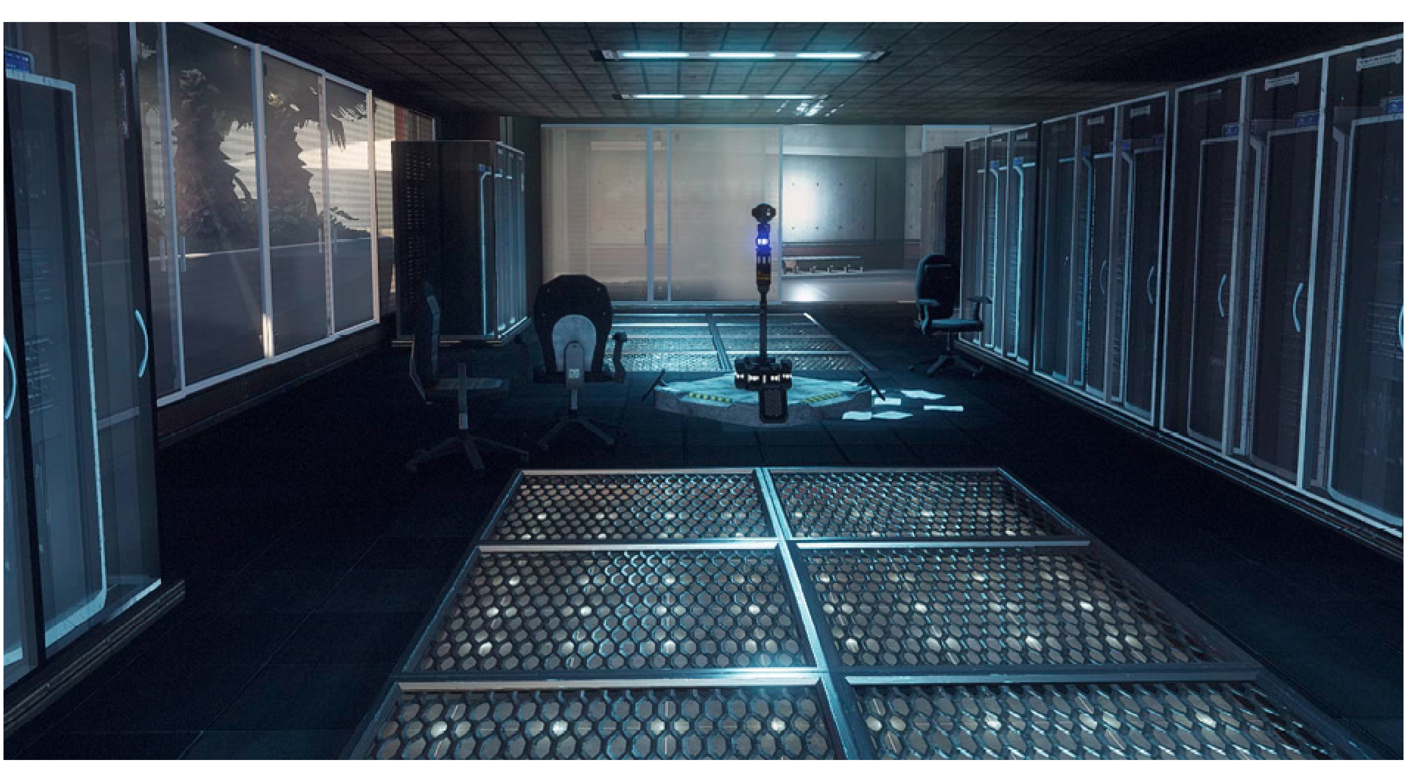


Once you've depleted the forces in the courtyard, make your way to the helipad, where the other Drop Zone is. At the helipad, your best strategy is to get there early and corner the enemy into the helipad before they are able to enter the building, because you might be able to claim their bounty swiftly.

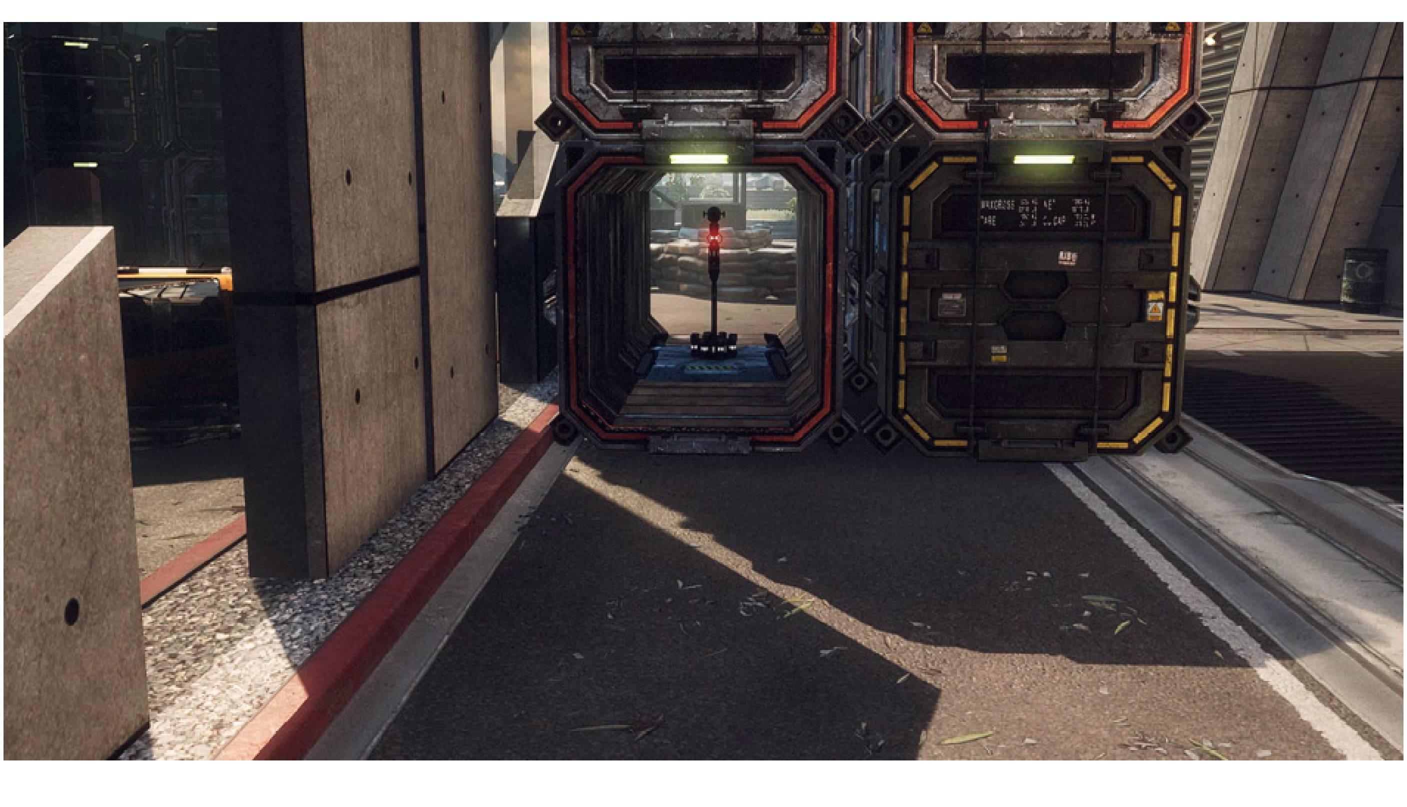


CAPTURE THE FLAG

Since Complex is designed with three separate lanes, so to speak, there are three major routes that you, when participating as the flag runner, can take when attempting to capture it. It is important to understand each route individually, because combining them is what will keep your opponents guessing and keep you safe. Running down the middle through the Main Hall is the fastest route, due to the narrow hallway because bouncing from side to side will keep your speed up. If you're using the Grapple Glider, you can correct any mistakes you make during the run or swing under the short doorways to keep your momentum up. Be sure to slide when you need to hit the ground.



Traveling down either of the side paths is much slower because there is not much room for error, if you intend on staying off of the ground. This is a great situation upon which to use the Grapple Tactical because you want to run the wall as much as you possibly can. If you decide to take the route of the Thunderdome, which is not recommended unless you can come in hot, prepare for a firefight. It is almost mandatory that you have your teammates there ahead of you to clear the Thunderdome out, because if you're caught, you'll need to make some swift evasive maneuvers in order to survive. On the path of the elevator lobby, be prepared for Titan blockades, and use the walls and pillars to keep the enemy guessing and avoid unexpected pre-firing as the enemy rounds the many corners.



PILOTS VS. PILOTS

Pilots vs. Pilots is extremely strategic on Complex because positioning is key in almost every situation. As Complex is not only the description of the facility, it is a great description for how the facility is built. Practice finding small hallways that lead around the larger rooms. There are plenty because of the close quarters. Flanking might be the only way to gain the advantage on any given firefight.

Posting up with an L-Star or a Softball in the Thunderdome, in combination with Cloak, is great for quick kills, but that will only last for a short while until the other team exposes your position. Using heavy weapons and grenadier-sized weapons are extremely useful in these tight quarters, but always keep a powerful secondary at the ready because your primary weapon can backfire extremely easily when you're caught face to face with your enemy. Stay on the move and keep your head on a swivel or find that perfect location for a temporary campsite in order to win Pilots vs. Pilots on Complex.

LAST TITAN STANDING

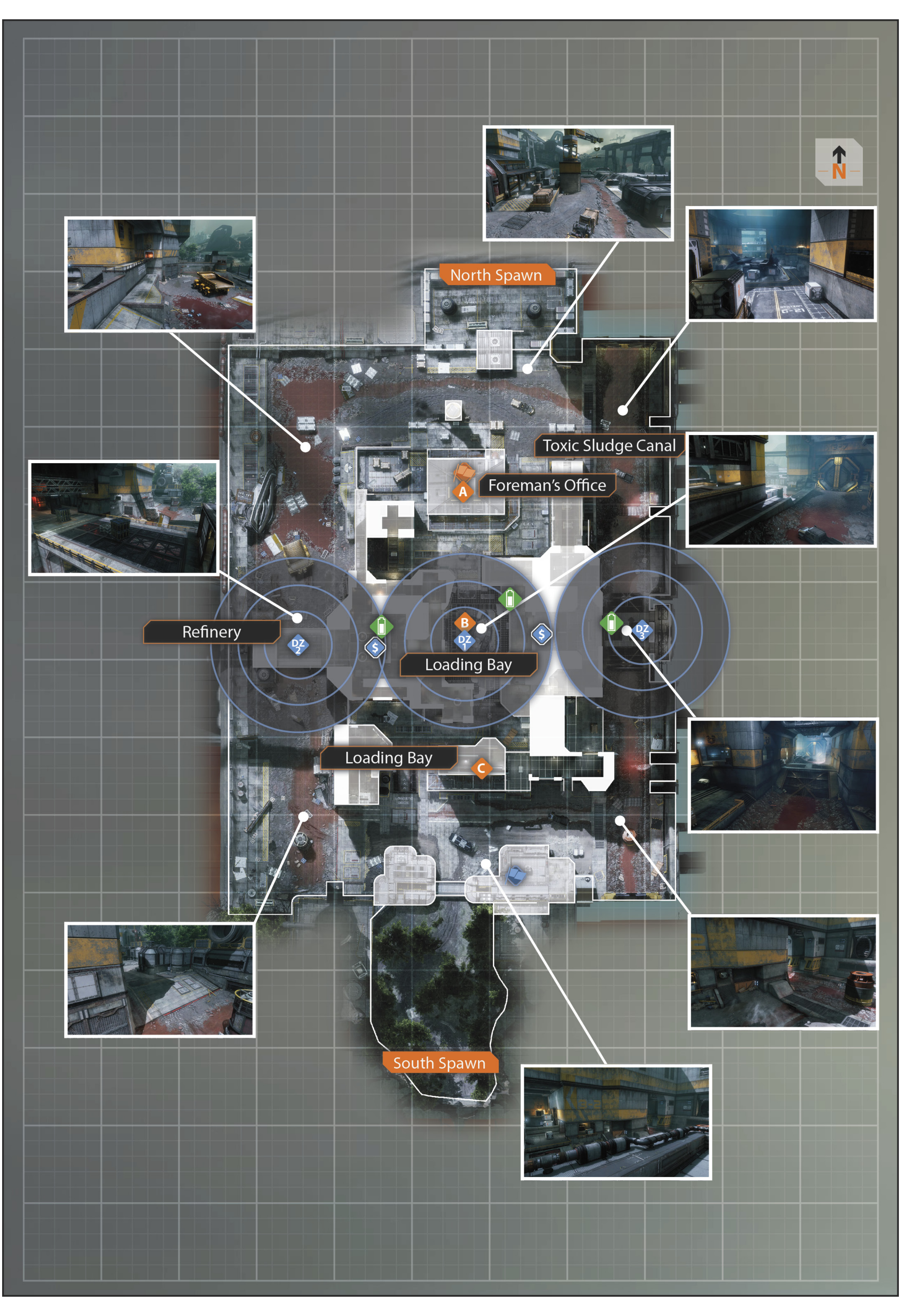
Last Titan Standing on Complex requires a very careful selection of Titan before initiating Titanfall. There is not much room on this map to move around, but that does not mean you cannot use a Stryder class Titan. Titans such as Ronin can dash around the map and take the enemy by surprise on their flanks. However, the Titans that will excel on Complex are those that we have recommended above.

Scorch is great on a map like Complex, but something unique to Last Titan Standing is the fact that you don't necessarily have to deal with Pilots jumping around your viscinity, even though it is still possible. With Scorch, the Incendiary Trap and the Firewall are far more effective against other Titans because it is incredibly difficult to avoid them while in a Titan. While communicating with your team, you can really corner the enemy into a small space, leaving them no room to move around, let alone defend themselves. Just be careful and keep your distance when you corner a skilled player, because if well coordinated they can focus fire your Titan, taking your armor down rather quickly. As with any Titan versus Titan situation, strategies can always backfire if you're not careful.

ATTRITION

Complex is a bit different when it comes to Attrition than most of the other maps. Complex is full of enclosed spaces, which means you are almost required to always stay on the move. Use every wall that you possibly can to get around and make yourself a difficult target to hit. The more trouble the other team has of killing you, the obviously lower score they have against you. Complex also works in lanes; however, this map is all about chokepoints in the hallways and doorways. If you can arrive on one side of the chokepoint before the other side, you may have an advantage against them. Use Grapple to get to high places quickly or Stim to get around fast. Take the enemy's flank and beat them to the punch.

TITANFALL 2



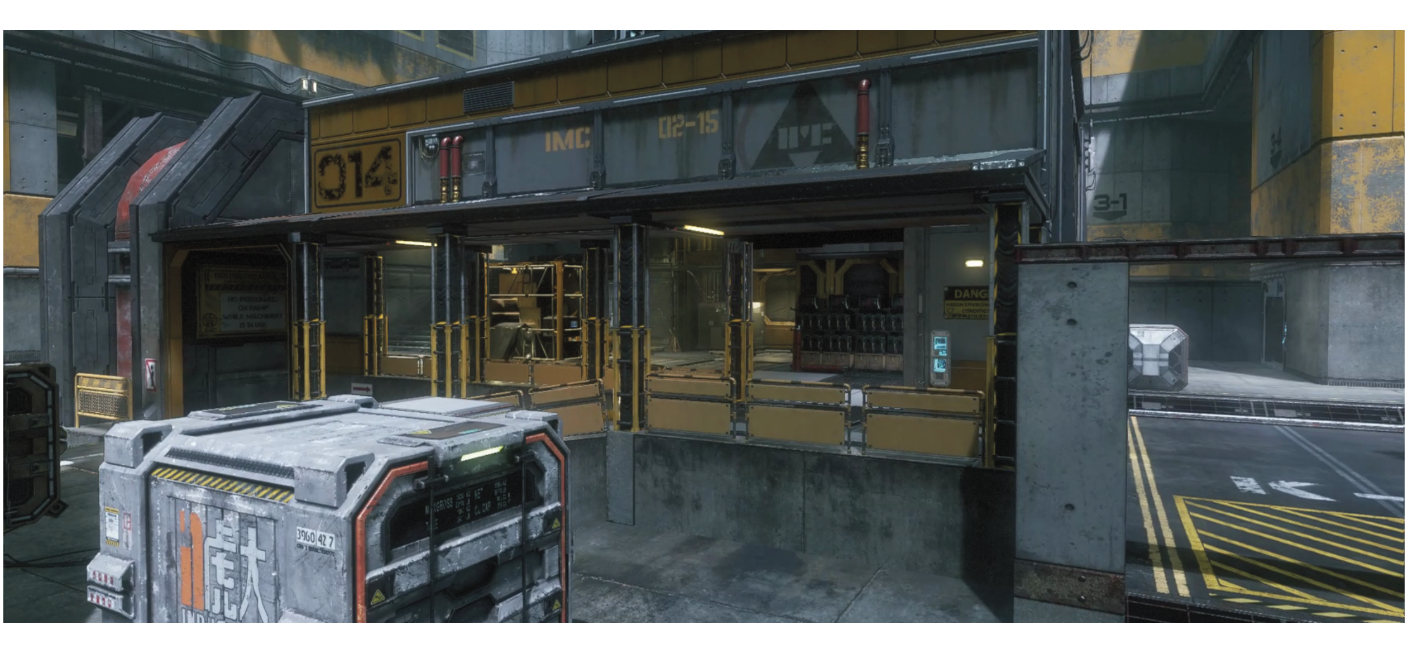
LEGEND	
	Last Titan Standing
A	Hard Point
BOUNTY HUNT	
DZ 1	Drop Zone
$	Bank
CAPTURE THE FLAG	
	Blue Team Flag
	Orange Team Flag

As a matter of survival, the necessity of major recycling operations is a fact of life in the farther reaches of the Frontier. IMC garrisons are a common sight near large-scale, dry dock-style salvage yards, which are operated by inmates from IMC Correctional Services. Troops from the garrisons ensure that precious metals and alloys are recovered for IMC manufacturing facilities. The cheap labor provided by the prisoners and the minimal demands of their poor working conditions keep costs low.

Drydock is a medium-sized facility, made up of large concrete walls and a low-lying scrap yard along its borders. Pilots will find rooms well-connected by corridors throughout the interior, allowing for flanking or a quick escape. Around the exterior of the facility, Titans have greater freedom of movement, and can spot enemies easily in the large, open pathways.

FOREMAN'S OFFICE

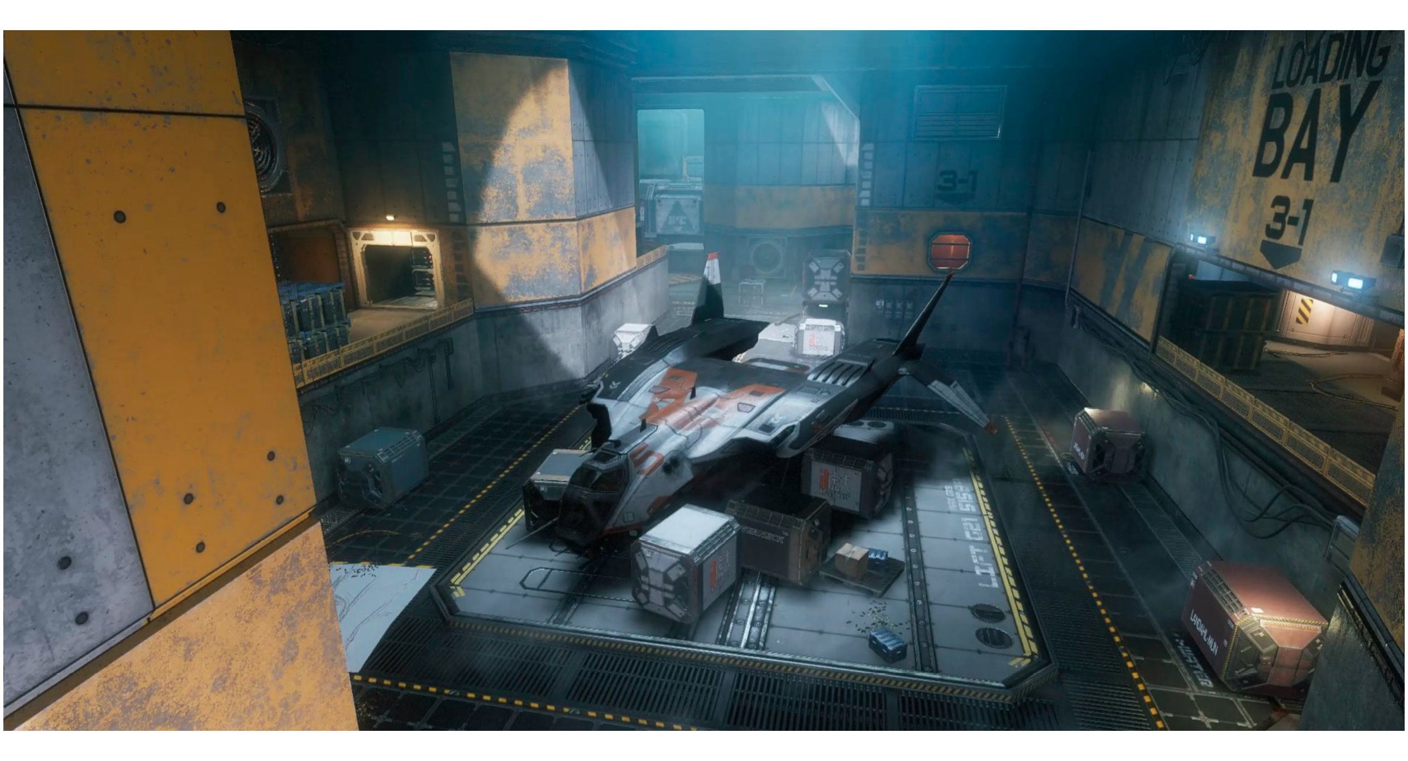
The cargo holding lies right in front of the eastern spawn and happens to be home to the A hardpoint. The building has two stories to it and is a rather small area. Take advantage of the roof, as it is a great vantage point, not only for areas in the distance, but also to the inside of the cargo holding. Because of the contrstruction and materials still inside the cargo holding, there are many corners on the interior, which calls for major caution from anyone moving around inside.



There are several entrances to the cargo holding, so in three different directions on the ground floor, you need to keep your head on a swivel because enemies can easily flank you in seconds. However, if you set up in on of the north corners, you have the best chance of seeing anything come inside. Since there are two stories to this building, it is important to keep your eye on the floor above as well, as it is rather accessible from the roof.

LOADING BAY

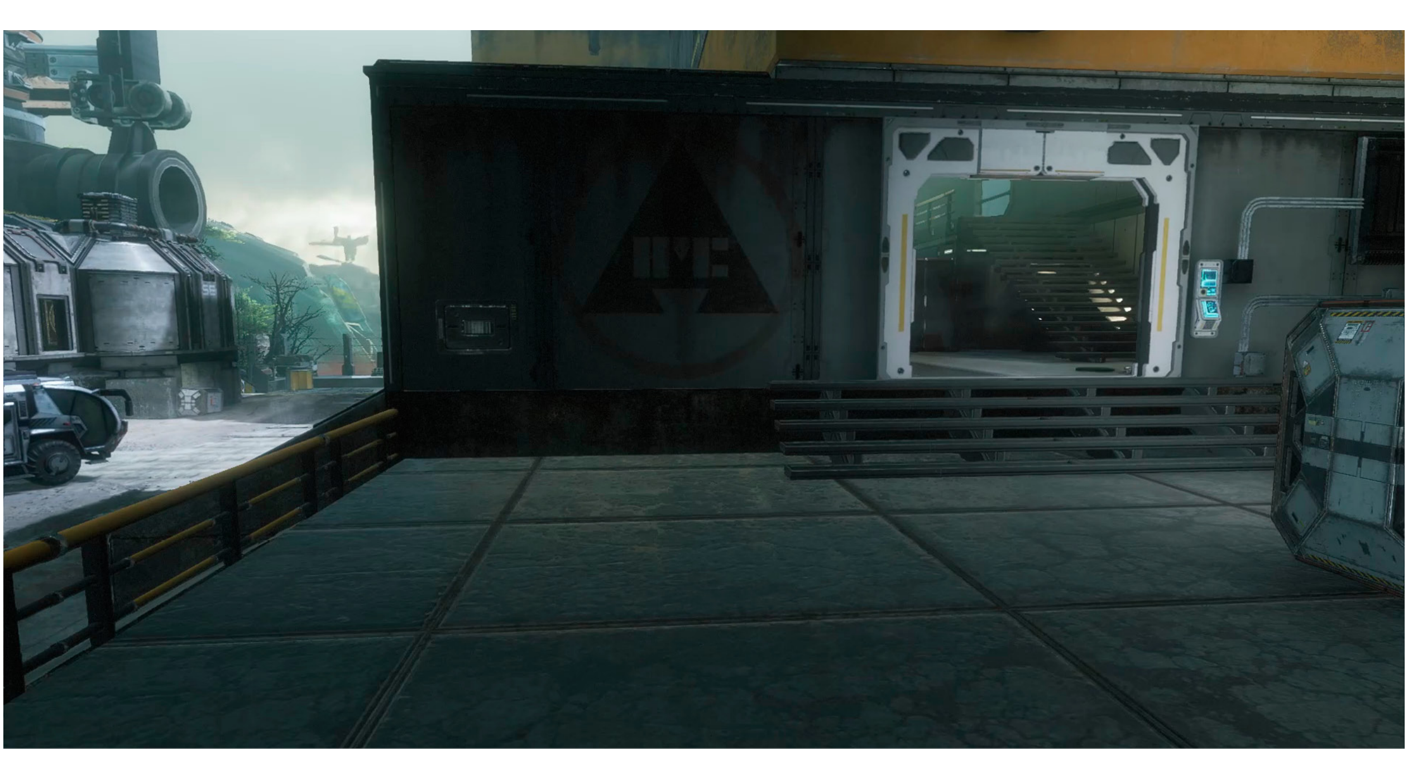
In the heart of the Drydock is the loading bay, where there is a personnel transport ship that acts as a main point for most of the game modes in *Titanfall 2*. The loading bay is large and wide open, as far as space and cover. For most situations Pilots will be consistently on the move because standing around will either either cause a squashing by an enemy Titan, or a hellstorm of bullets from all angles. There is many a wall and jumping points to use to speed through the loading bay or avoid incoming fire and launch a counteroffensive on anyone defending this zone.



Defending this key location is done from the sides or from Titans blockading the two major entrances. Pilots have plenty of options to enter the loading bay, but it will take tactical knowledge from everyone to take control and keep it when it comes to this location.

LOCKER ROOM

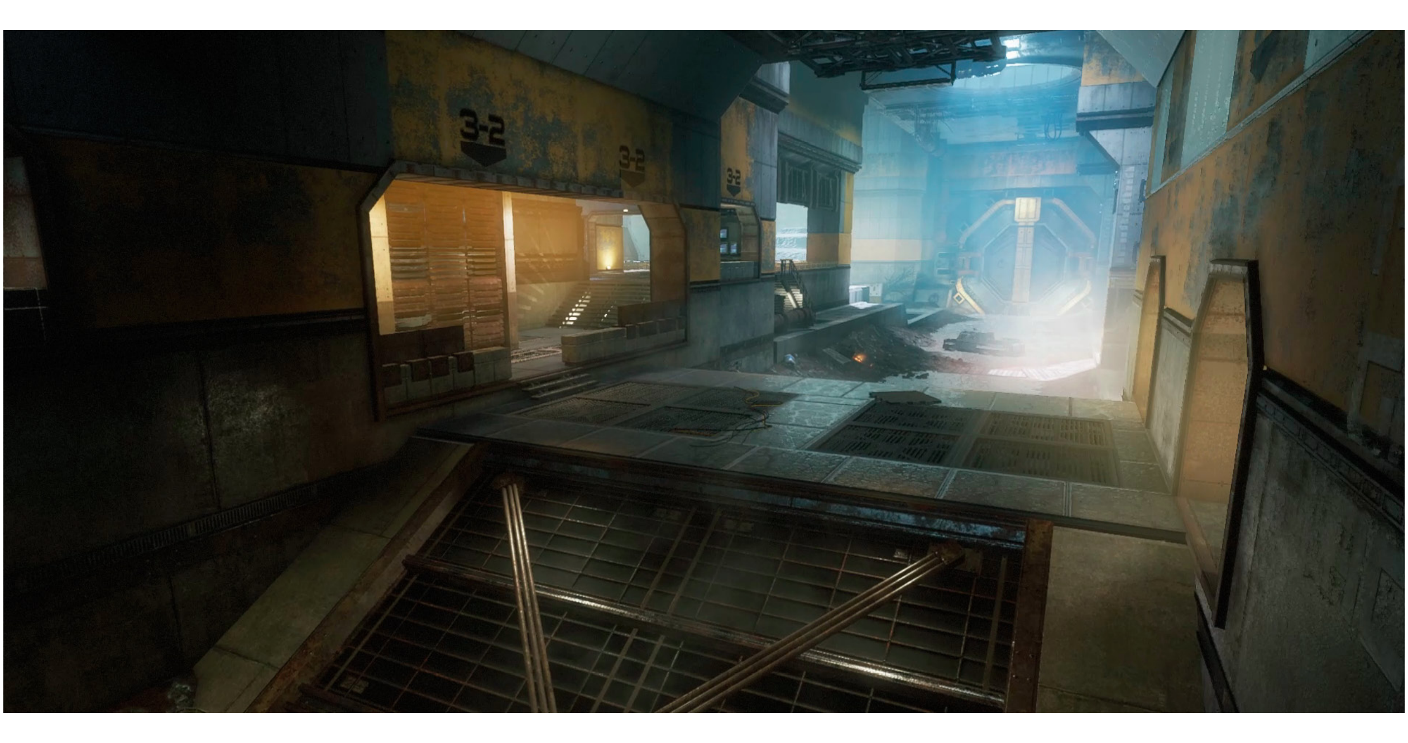
Just on the other side of the loading bay is the locker room, where the final hardpoint is. The locker room is slightly more protected than its hardpoint counter-location, the foreman's office. While they are similar, the two rooms are nowhere near identical. The difference between the locker room and the foreman's office is not only that there is more cover in the locker room, but that the elevation of it is perfect for a Titan's line of sight. So, timing your attacks on the locker room is essential to both your survival and the successful capture or amping of the hardpoint.



The locker room serves as the middle barrier between the loading bay and the entire run in front of security. Because of this, expect a hailstorm of fire coming from both sides. You cannot be fired upon directly from the loading bay, but this position is always under the possibility of attack from that direction. Keep your eyes peeled and watch for all enemy threats; without teamwork, defending this location is nearly impossible.

TOXIC SLUDGE CANAL

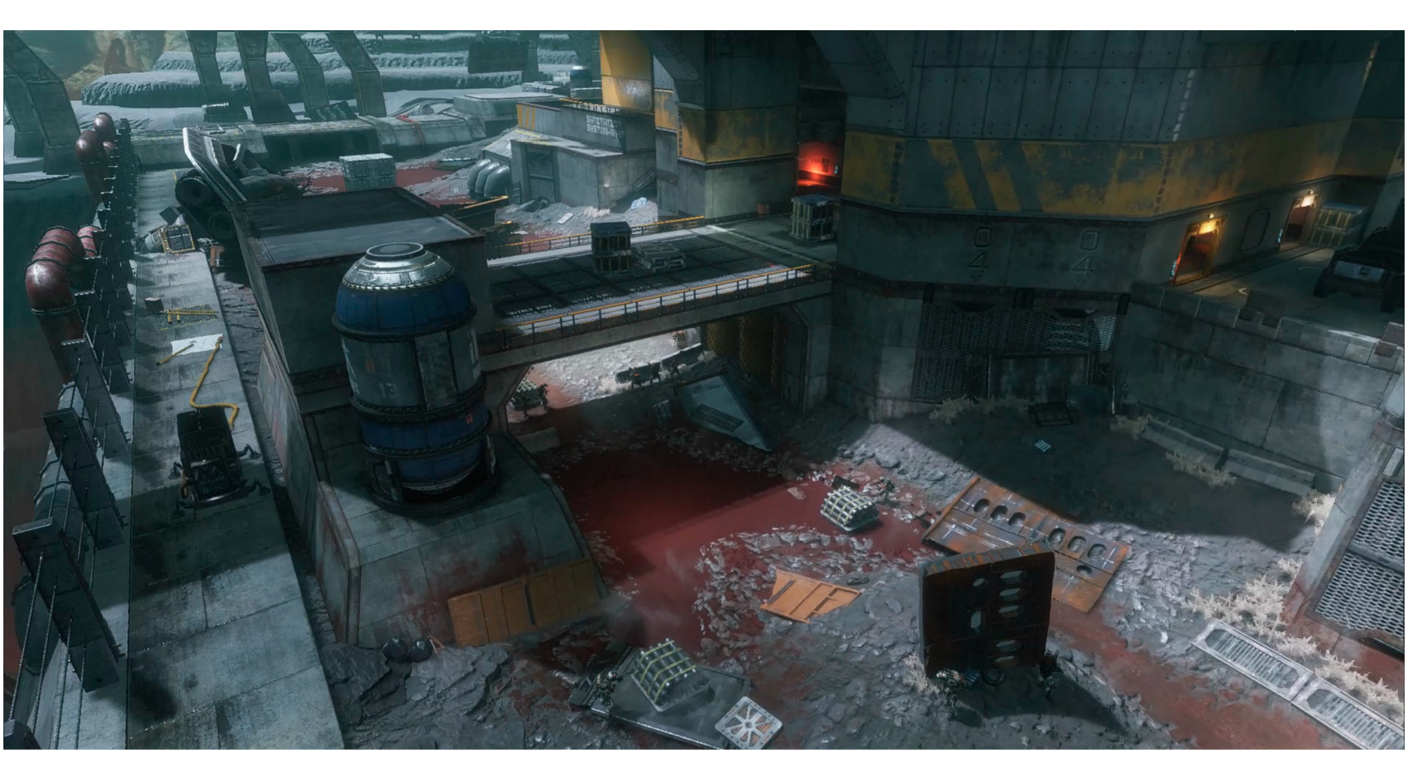
The Toxic Sludge Canal is a long canal that extends the width of the entire map, making it a great location for long-range battle. This key location is not a location that is easily controlled, simply because of its size, but you can patrol it to equal effect. Where Drydock will throw your team a curveball is by dropping minions inside the Toxic Sludge Canal during Bounty Hunt. If your strongest Titan gameplay is one like Northstar or Tone, your haven on this map is at each end of the canal. With decent sight down the canal and both perpendicular ends of the map, you can hold most of the perimeter virtually by yourself.



Beware of the entrance to the loading bay because this is where Pilots can get to your location most easily. Yes, they can come from either spawn, but if you have the Toxic Sludge Canal locked down, you should be able to see them much easier than if they were coming through the middle. Having a teammate help you watch this area, even if they do not have a Titan, gives you one less threat to worry about.

REFINERY

One of the more complex locations on Drydock is the refinery. The refinery is not quite on the opposite end of the loading bay from the Toxic Sludge Canal, but in a practical sense, it is. The refinery, in combination with the bridge to which it's attached, has quite a few objectives that appear here in different game modes. Get to know this area rather well because it's all but guaranteed that you will not be able to ignore this location.



The bridge can be used both ways when dealing with either Titans or Pilots. Use the bridge to stay out of direct line of sight of Titans on the ground and toss grenades, or as a hiding spot you can peek in and out of as you use your Anti-Titan weapon. On the other side, you can hide from other Pilots by staying below it to kill minions or deal with another firefight before the enemy Pilot drops down, giving you a little more time.

RECOMMENDED PILOT LOADOUTS

Shock Seeker

The Shock Seeker is the ultimate in-your-face loadout that is not great at range, but, depending on the map, there is no need to engage at a distance. The Pulse Blade is something that allows you to see around the corners of a major conjuction you are about to travel through. Because of the Power Cell in Kit 1, you are able to use Pulse Blade often, and you should. Noticing a squad around the corner you're about to walk through doesn't need to be a sacrifice, and that's why you have high explosive satchels at your disposal. Act quickly and blow them sky-high.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Pulse Blade	Expose enemies through surfaces with this sonar pulse-emitting throwing knife.
	Ordnance: Satchel	Two remotely detonated heavy explosives.
	Primary Weapon: Mastiff	Auto-loading shotgun with wide spread.
	Secondary Weapon: Archer	Rocket launcher with Anti-Titan lock-on.
	Kit 1: Power Cell	Tactical is more readily available (faster cooldown).
	Kit 2: Kill Report	Enemy death locations marked by skulls on the HUD.

Phase Pilot

The Phase Pilot Loadout is a powerful offensive loadout and is great for maps with mid- to long-range distances. There is a clear theme with this loadout, but there is a tactical explanation as to why. For the most part, the Phase Pilot is designed for mid-ranged firefights. But equipped with Phase Shift, the loadout is designed to evade close encounters as your enemy attempts to flank or overwhelm your position. Phase Shift past them and drop a Gravity Star to deter them as you create some distance and make them pay for pushing your position.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Phase Shift	Teleport into an alternate space for a short time.
	Ordnance: Gravity Star	Pulls in enemies and projectiles before exploding.
	Primary Weapon: L-STAR	Rapid-fire energy LMG.
	Secondary Weapon: Charge Rifle	Charged precision beam Anti-Titan sniper.
	Kit 1: Phase Embark	Quickly teleport to your Titan.
	Kit 2: Hover	Aiming while airborne allows you to hover.

RECOMMENDED TITANS

Ronin

Ronin is an ideal Titan for Drydock for several reasons: with quick thinking and sharp reflexes, Ronin can own the center of the map. Equipping the Temporal Anomaly keeps the squishy Stryder chassis much harder to hit because Phase Dash makes Ronin invincible for a short amount of time, while also giving you the chance to move to the more tactical position. BeinG able to Phase Dash more often can get you out of harm's way, but be careful not to Dash into a wall and get stuck in the enemy's crosshairs. Because of Ronin's speed, you can move back and forth to fend off enemy Pilots and Titans while avoiding Pilots' Charge Rifle and Thunderbolt fire.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Nuclear Ejection	Ejecting while doomed causes your Titan to detonate its core, causing nearby enemies massive damage.
	Ronin Kit: Temporal Anomaly	Phase Dash is available more often (shorter cooldown).
	Titanfall Kit: Warpfall	Faster, warped-in Titanfall.

Tone

Tone is a great choice of Titan for this map because the 40mm Tracker Cannon is a weapon for all ranges. If you can land enough hits in a row you can launch a payload of Tracking Rockets, which can be extremely effective if you time it right. The narrow corridors are easy for Pilots to move around and avoid incoming fire, but Titans, on the other hand, do not have a whole lot of room unless they round the corner. So, when firing your rockets, make sure that the enemy Titan has nowhere to go in order to avoid your attack.

Another benefit of the narrow corridors on Drydock is the Particle Wall covers the width of most of the hallways that lead to each section of the map. With Reinforced Particle Wall, your Particle Wall is even more effective, which means you can hold down and entire path while taking zero damage for a short amount of time. In most cases, this will give you a huge advantage, and Overcore will help with this tactic.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Overcore	Your Titan starts with a 20 percent headstart on their Core's build time.
	Tone Kit: Reinforced Particle Wall	Particle Wall lasts longer and blocks more damage
	Titanfall Kit: Dome Shield	Protects your Titan after Titanfall.

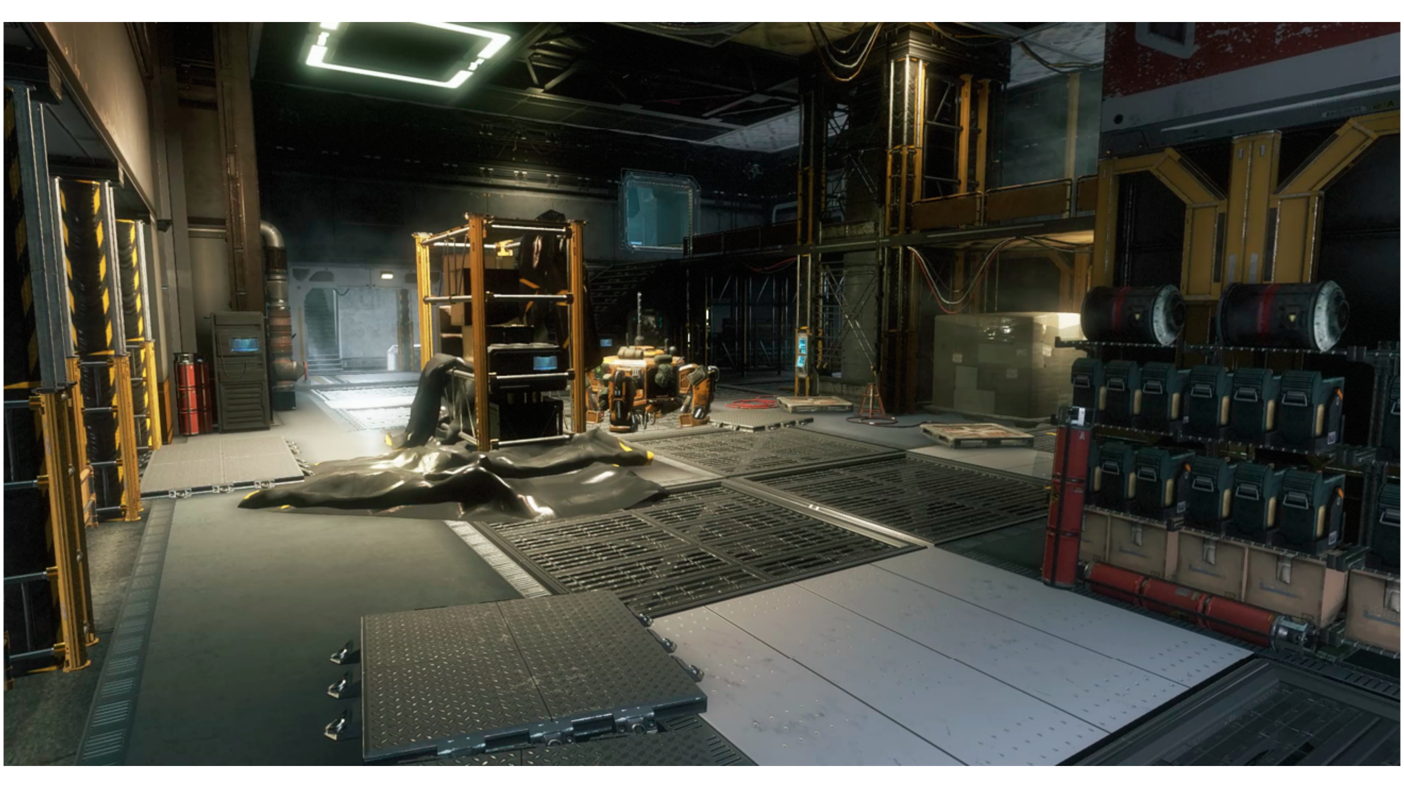
TITANFALL 2

Drydock

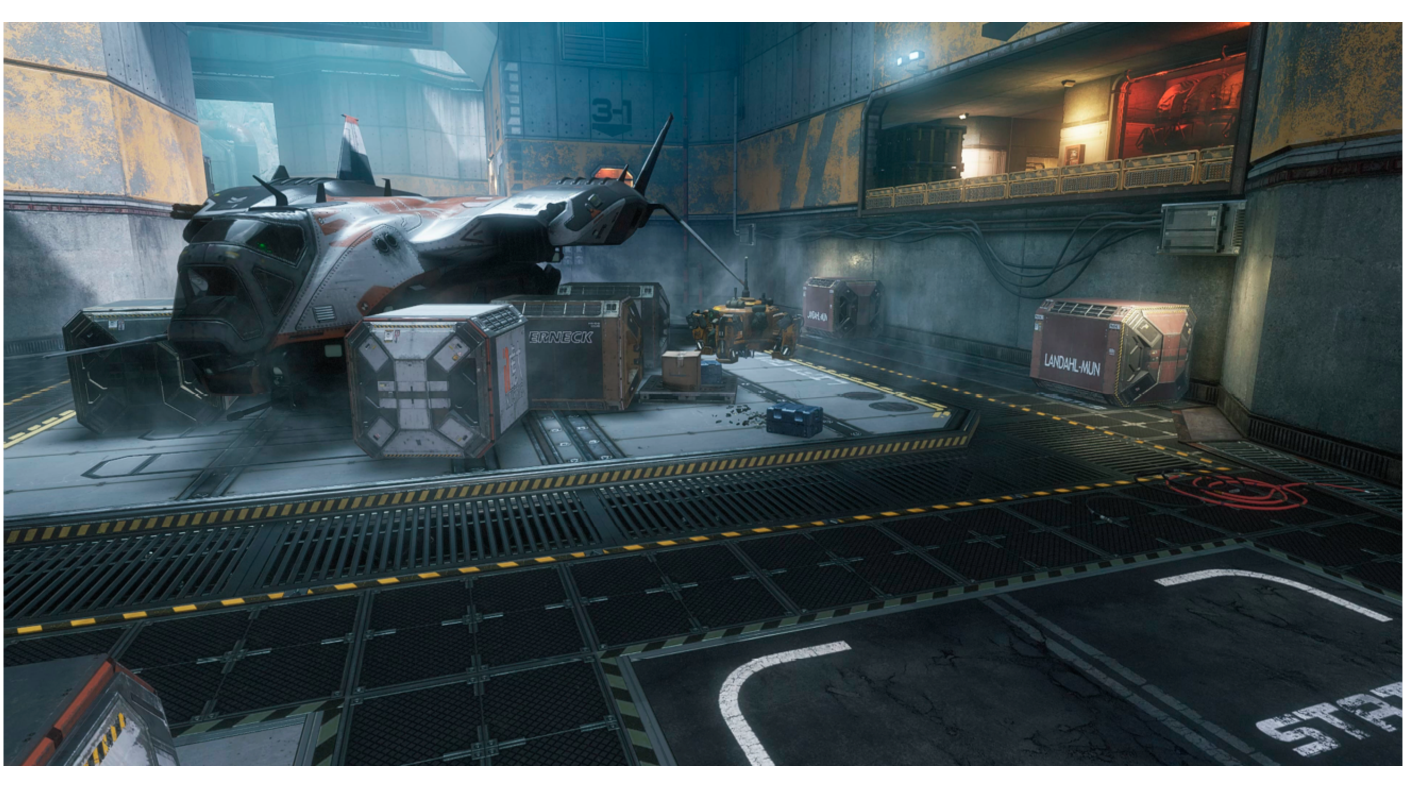
Game Mode Strategy

AMPED HARDPOINT

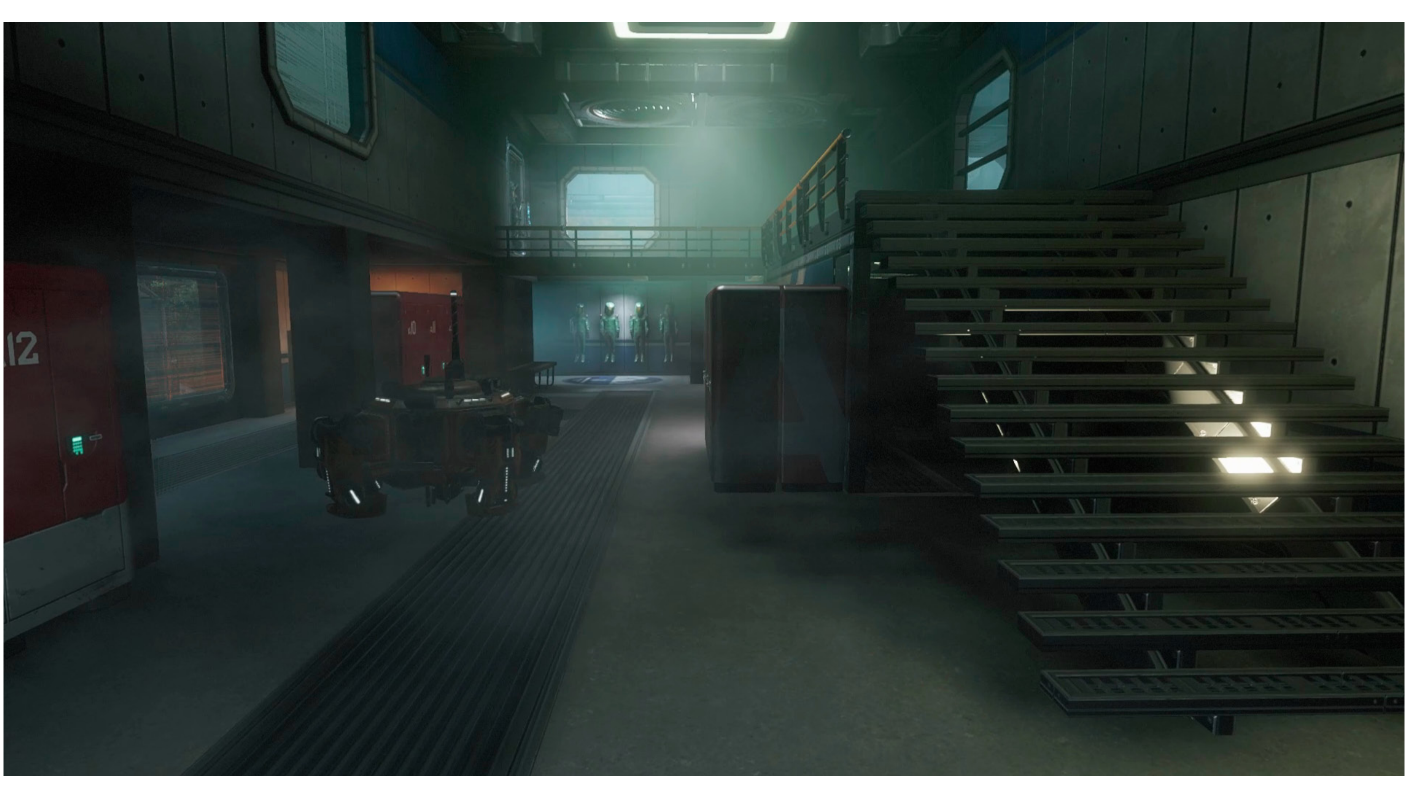
Drydock is a pretty standard map for Amped Hardpoint, not because the map is simple, but because it does not take a team with incredible skill to hold down their half of the map. Because of this fact, it is important to pay attention to how your team is covering the several lanes that line the map. As a layout, there are three Titan lanes and two Pilot-only lanes that run completely vertical. Covering each of these lanes, or at least traveling down them to call out enemy locations, would serve your team well.



Drydock is a map where amping is extremely important because the battle over the B hardpoint is and will always be quite hectic. If your team does not control the B hardpoint, it is required for you to have at least one teammate at your home hardpoint, defending and keeping it amped to hopefully even the playing field. Rememeber, it is better to keep the enemy guessing by skipping over the center hardpoint and going for the hardpoint on the other side of the map.



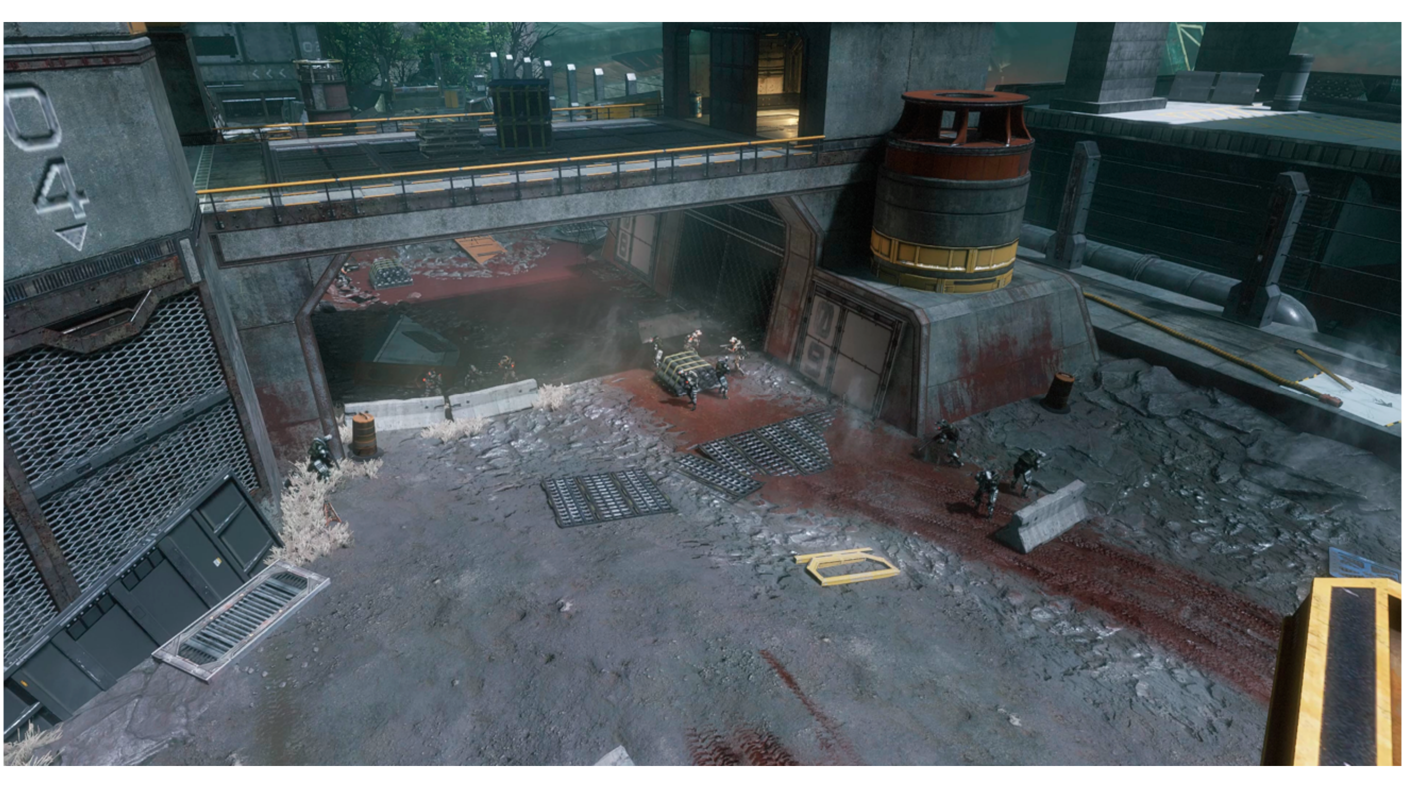
On Drydock, use one of the four lanes that is not the center lane to flank your enemy. Either flank unnoticed to make your way to the opposite side of the map for the opposing team's hardpoint, or get behind the enemy and backtrack toward your spawn to creep up on their six o'clock. There are several ways to come up behind your enemy, as the refinery has several different entrances, and traveling through security or the cargo holding will give you some cover on your approach.



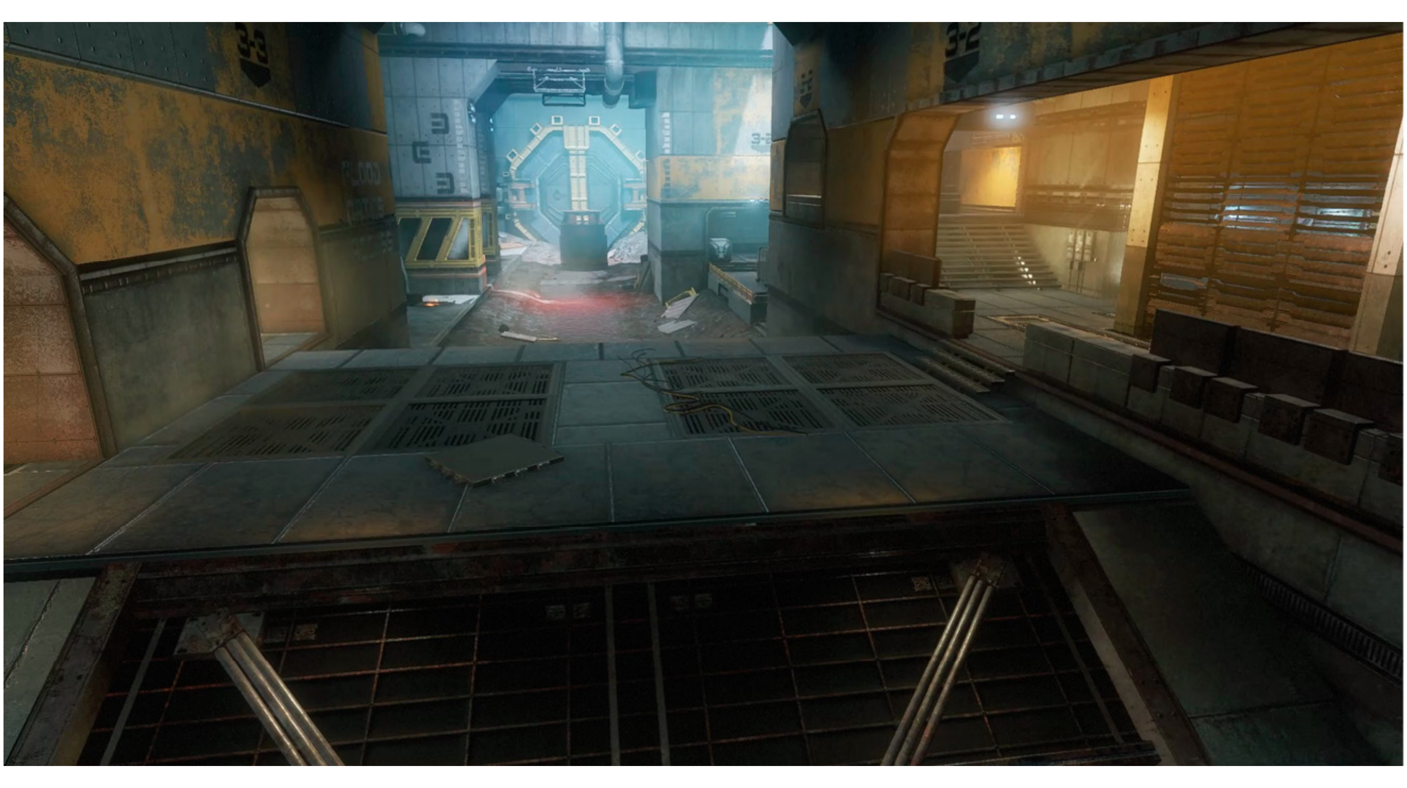
BOUNTY HUNT

Drydock has three different Drop Zones for the Bounty Hunt game mode: one in the center right around the ship in the loading bay, one in the Toxic Sludge Canal, and one right around the bridge that is connected to the refinery.

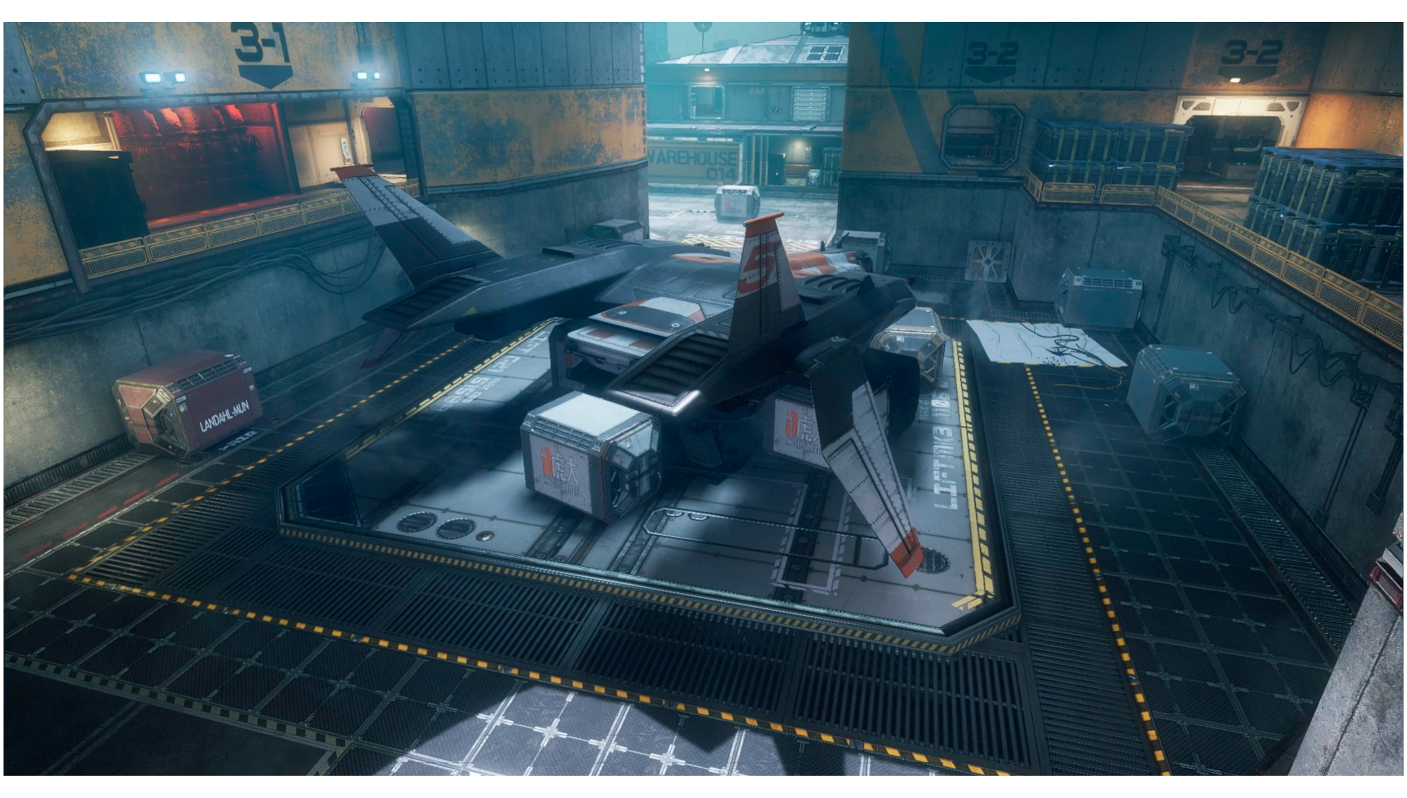
The first wave hits right next to the bridge by the refinery, and that means you and your team will hit head-on with the enemy. Considering the fact that this first wave does not have very high-value bounties, it is okay to take your time and not head down the most obvious path to get the flank on enemy Pilots. If you give the other team time to take some bounties while your teammates are also fighting for bounties, you may be able to surprise and kill a few of them, gaining you half of their take. If you take half of their cash, plus whatever your team gained, you'll be in business, and your bonus might take your team over the top by quite a few dollars.



One of the next Drop Zone locations is in the middle of the map. The bounty minions drop and attempt to jump into the observation areas that overlook the loading bay, as well as hide beneath the ship. At this point, there will be Pilots and Titans coming from every direction possible. Keep your eyes peeled and do not stop moving, as you don't want to be taken out from the direction in your blind spot.



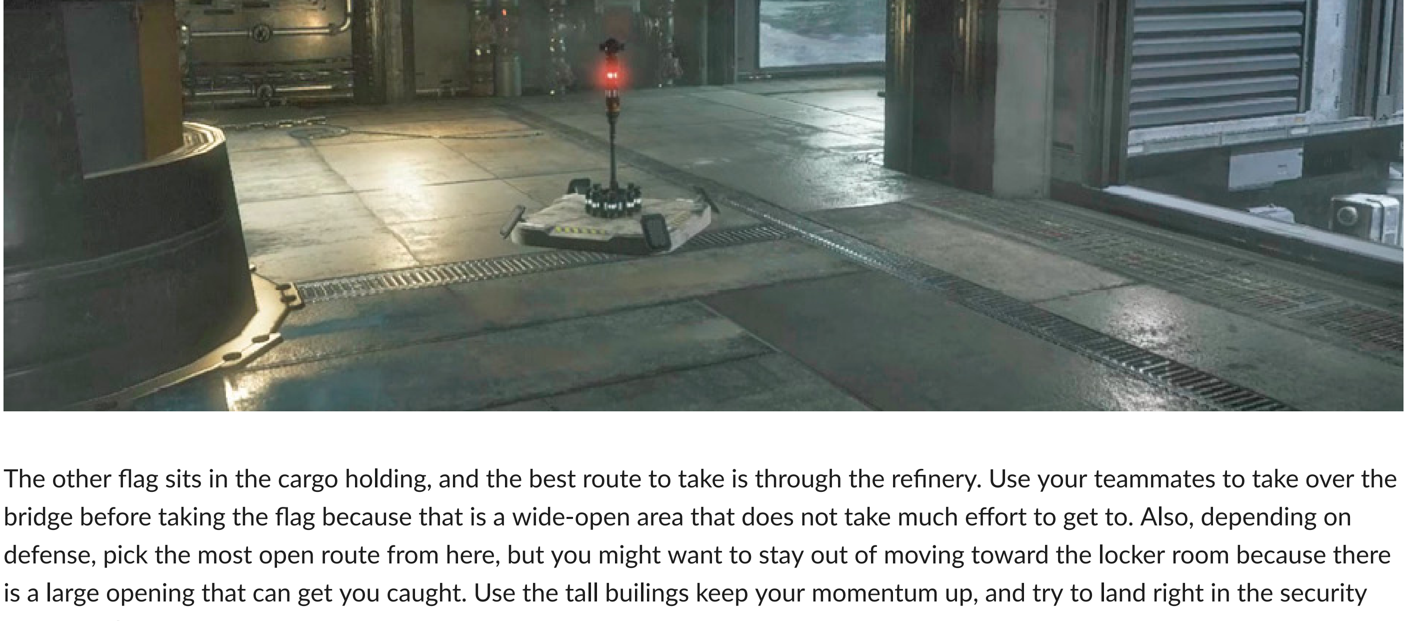
The final Drop Zone is in the Toxic Sludge Canal and land right in the middle between the two spawn points. Because the minions will want to take cover in the Traffic Control building to get out of the canal, it should be up to the Pilots to take these out if they travel too deep. The reason for this is that, as a Titan, you do not want to get too close to the middle of the Toxic Sludge Canal and have your attention focused away from where other enemy Titans might be coming from.



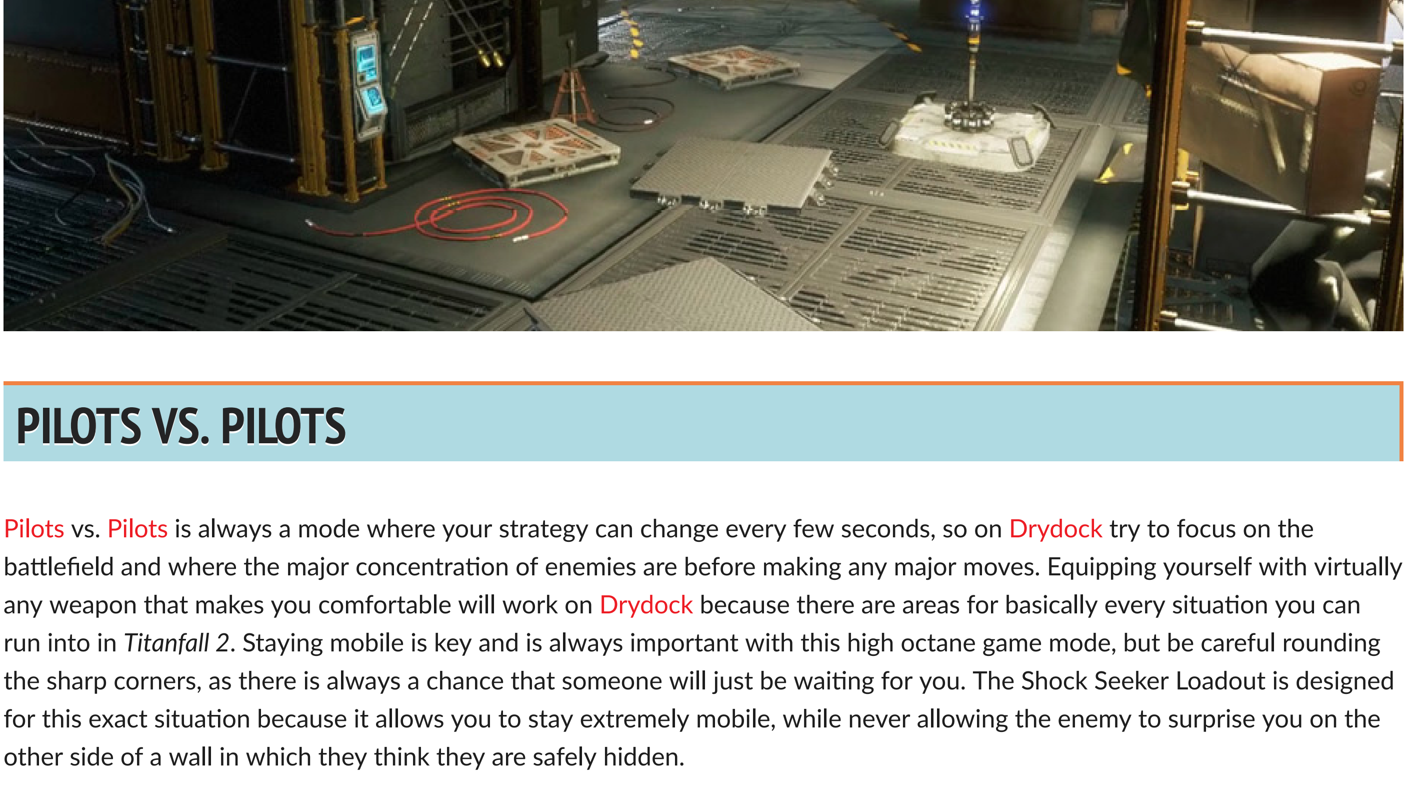
CAPTURE THE FLAG

The strategy for capturing the enemy's flag in Capture the Flag on Drydock has a lot to do with battlefield awareness. Take the time to communicate with your team before grabbing the enemy flag to discover where the enemy defenses might be headed. For both flags you definitely have the option of the most dangerous, yet quickest, route of going down the middle through the loading bay. The loading bay has walls that line the entire area and are close enough together to connect almost any jump and enable you make it all the way through without having to hit the ground. If need be, use the ship in the center of the loading bay to slide and keep your momentum up.

The first flag is located in the security building. From here, if you head toward the Toxic Sludge Canal, use the walls of the canal to gain some speed before you dive into the Traffic Control building for some cover as you get closer to your capture point. Depending on defense, you have a few options you might want to take. Whichever one is open is the right option because this stretch is all ground running. When you launch out into the open again, make sure you're moving fast because you will be a huge target.



The other flag sits in the cargo holding, and the best route to take is through the refinery. Use your teammates to take over the bridge before taking the flag because that is a wide-open area that does not take much effort to get to. Also, depending on defense, pick the most open route from here, but you might want to stay out of moving toward the locker room because there is a large opening that can get you caught. Use the tall builings keep your momentum up, and try to land right in the security room for the fastest capture.



PILOTS VS. PILOTS

Pilots vs. Pilots is always a mode where your strategy can change every few seconds, so on Drydock try to focus on the battlefield and where the major concentration of enemies are before making any major moves. Equipping yourself with virtually any weapon that makes you comfortable will work on Drydock because there are areas for basically every situation you can run into in *Titanfall 2*. Staying mobile is key and is always important with this high octane game mode, but be careful rounding the sharp corners, as there is always a chance that someone will just be waiting for you. The Shock Seeker Loadout is designed for this exact situation because it allows you to stay extremely mobile, while never allowing the enemy to surprise you on the other side of a wall in which they think they are safely hidden.

LAST TITAN STANDING

Tight corridors and trapping strategies are what Last Titan Standing on Drydock is all about. As always, communication is key in this game mode/map combination because flanking your enemy and not getting flanked are of the utmost importance here. Use Tone's Sonar Lock to reveal enemy locations around corners, so as to not to reveal you position too early.

Tone makes a great Titan to use on Drydock, even if just for the Sonar Lock. Obviously, there are many more reasons to use Tone because he is a powerful, well-rounded, Atlas-chassis Titan, but the Sonar Lock has great advantages on this map. Because of what was just stated, being able to see your target around the corner gives you a good idea of when you should pounce and when to communicate to your team to block them in. Placing two Tone Loadouts on either side of an enemy Titan as you block it into one small location is everything but sealing the trapped Titan's fate. Using the Particle Wall, the blocked Titan has a small chance to break through the Particle Wall and damage the other Titans. However, this is what makes Ronin another great Titan for this map.

Ronin is fast, agile, and has an incredible strong in-your-face presence. These features make this Titan a major threat on Drydock and a great counter to Tone. Being able to Phase Dash through Tone's Particle Wall makes trapping Ronin extremely difficult. Like a Pilot, dash around the map and keep the enemy guessing. Just be aware of any Northstar Titans on the battlefield because, if Northstar catches you in its sights, it is not easy to get to him before he takes you out. The best action against Northstar is to retreat.

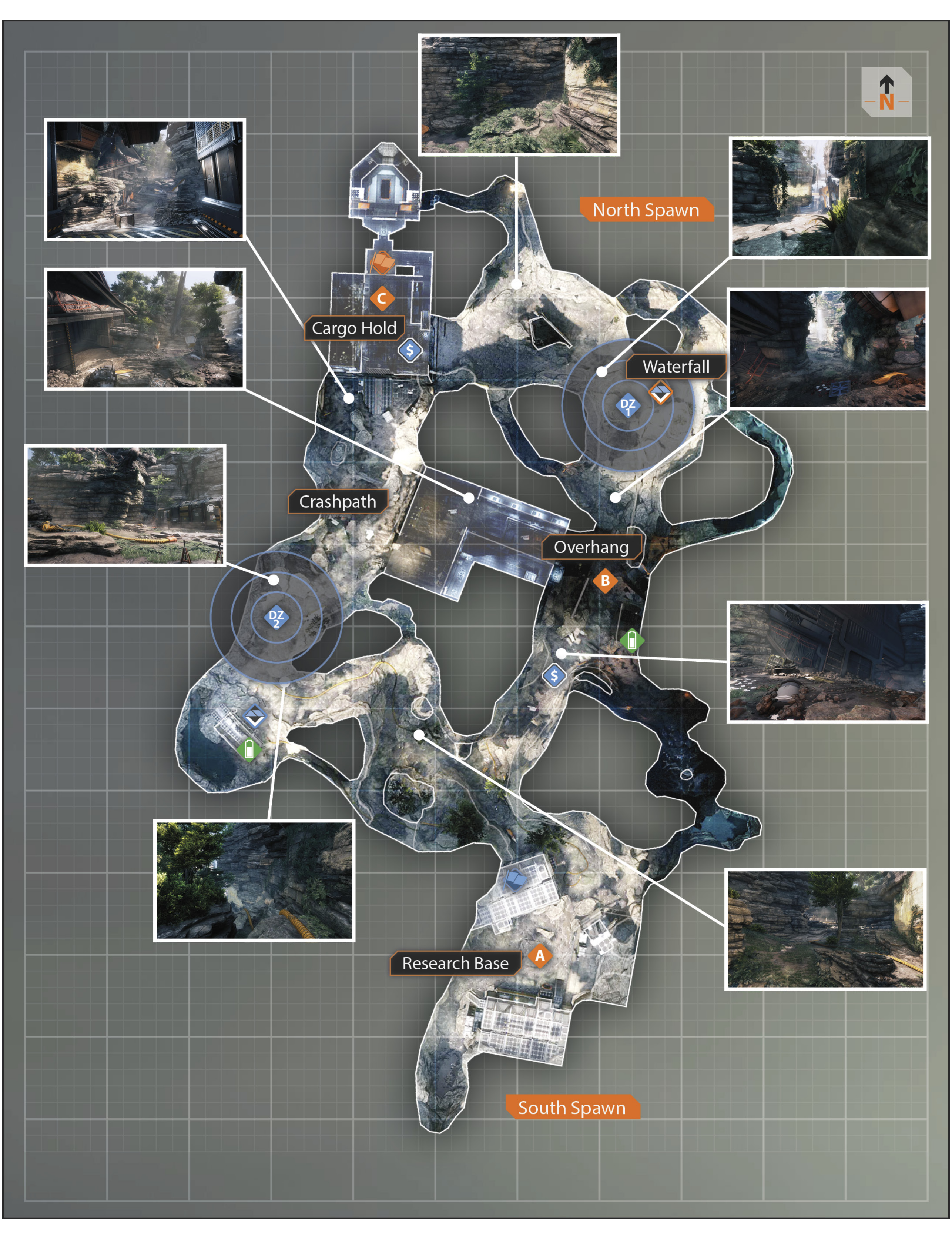
ATTRITION

Drydock is a hybrid of an open and closed map, which means you can use a loadout you are comfortable with. Pick something that will help you move in wipe-open spaces. If you're someone that likes to keep your fights close range, that is perfectly fine, but be prepared to get away fast if things get too hot. The use of grenades is a great skill to have when going after AI here, as they are almost always clumped in tight corridors. It might also be a good idea to break out your sniper rifle and snipe AI that might be outdoors. Once you get your Titan, stay out of the center of the map if you can. Titans like Scorch can survive and own the center; however, the close quarters of the indoor location can leave any Titan extremely vulnerable.

TITANFALL 2

Crashsite

Overview



LEGEND	
▯	Last Titan Standing
A	Hard Point
BOUNTY HUNT	
DZ 1	Drop Zone
$	Bank
CAPTURE THE FLAG	
⚑	Blue Team Flag
⚑	Orange Team Flag

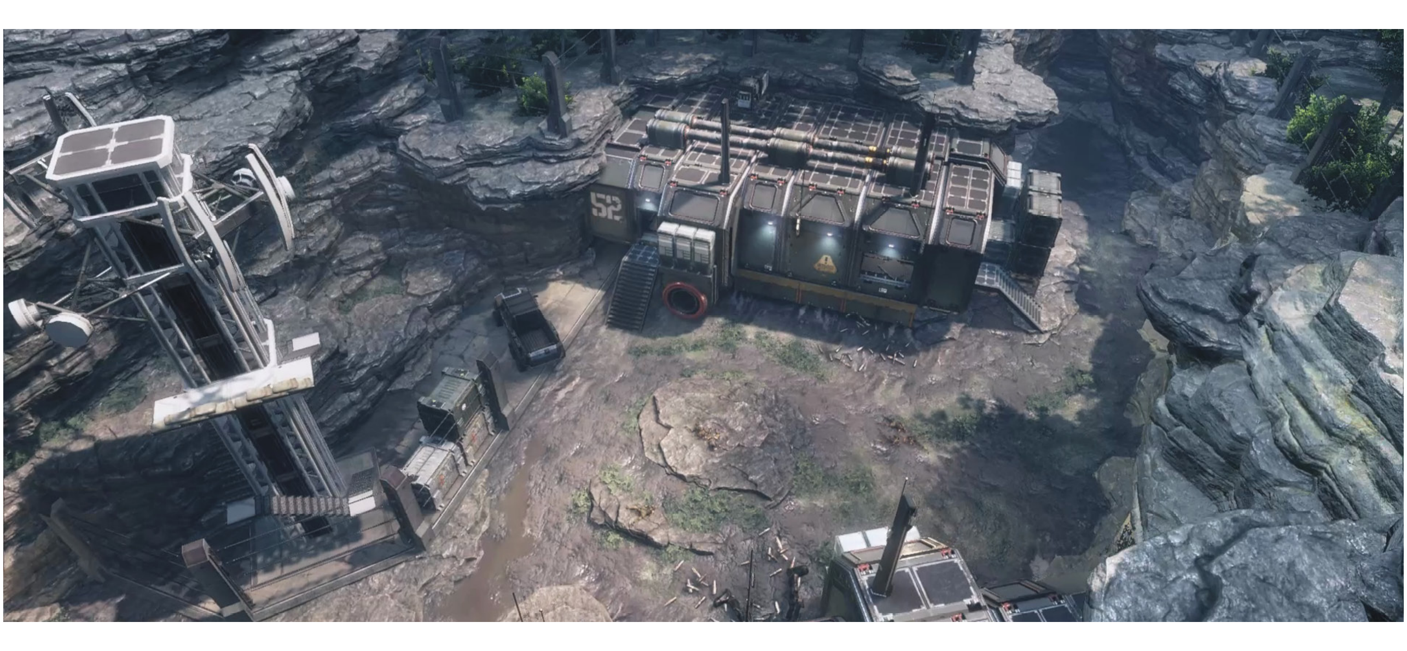
A Militia capital ship was shot down en route to a distant planet as part of an armed recon fleet who set out to investigate an IMC Advanced Research Center—one of many strategic targets in the Militia's push to retake systems from the IMC in the Frontier. Survivors of the crashed ship were captured and transferred to Angel City Penitentiary or, if lucky, killed on site. The wreckage remains abandoned in the wild.

Crashsite is notable for its variety of extended wallrun paths. Skilled Pilots can use these routes to develop a speed advanced over their opponents. Titans, on the other hand, may exploit their strengths by locking down entire routes, allowing their team to advance on the enemy with minimal losses.

RESEARCH BASE

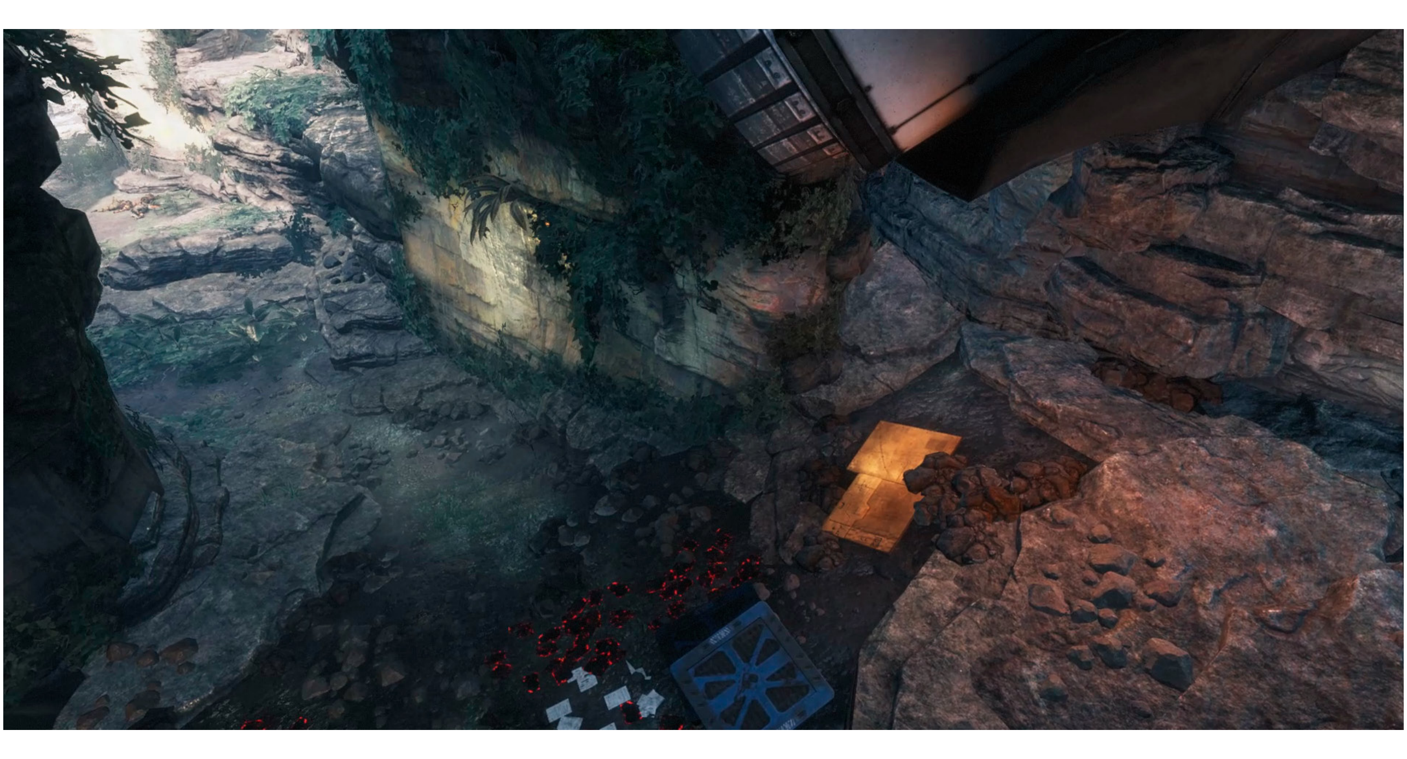
The research base is the first key location on Crashsite and is the home of the A hardpoint. The use of the buildings and the research facilities will become your greatest ally because, other than this, there is not much else to protect Pilots from incoming fire. The biggest challenge that comes from the research base is that it's nearly impossible to protect your team's flag from within the research base, as it is at the front of the base near the entrance and next to two open windows.

Overall, Crashsite does not have a whole lot of cover for Pilots. Most of the time, Pilots are left out in the open, and this makes the research base deceptively useful. The buildings allow you to be sneaky, and if you choose to, you can more than likely never be seen for the entire match. However, that might not be of any use. As long as you're not seen moving to the back of the base, you can use it as an ambush point when your opponent approaches.



OVERHANG

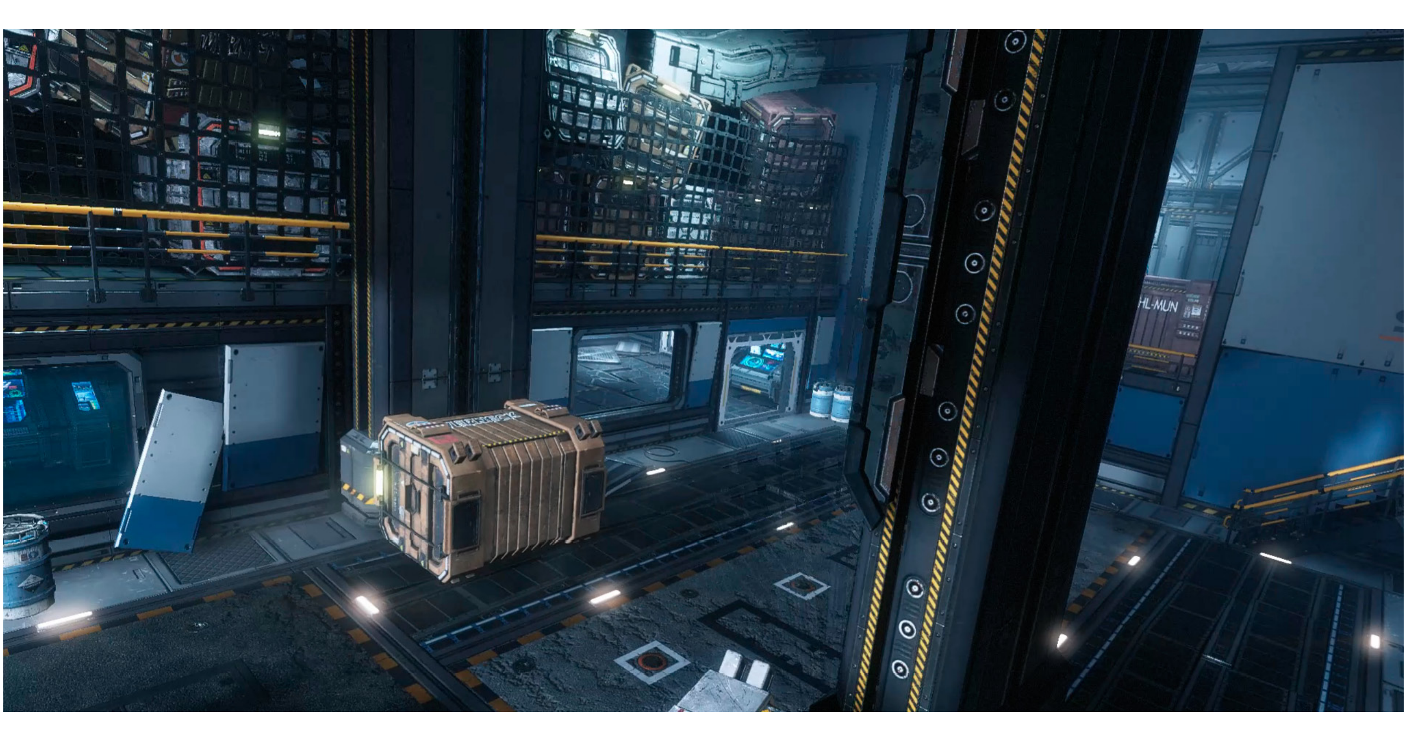
The center point of Crashsite is a location called the "overhang." This specific location is out in the open and can be observed from just about half of the map. However, to counter this, there are plenty of hiding spots. The main reason that this is a key location is that it is a major hotspot in every game mode. This is not a location for a Drop Zone in Bounty Hunt, but if your team wants to hold the either Drop Zone, controlling the overhang is essential.



One of the game modes that takes advantage of this mode happens to actually be Last Titan Standing. Whichever team arrives and controls the overhang first will have the major advantage over the opposing team. Stay keen to the midsection of the ship because as soon as you're noticed by your enemy, the midsection is usually the fastest path to your location.

CARGO HOLD

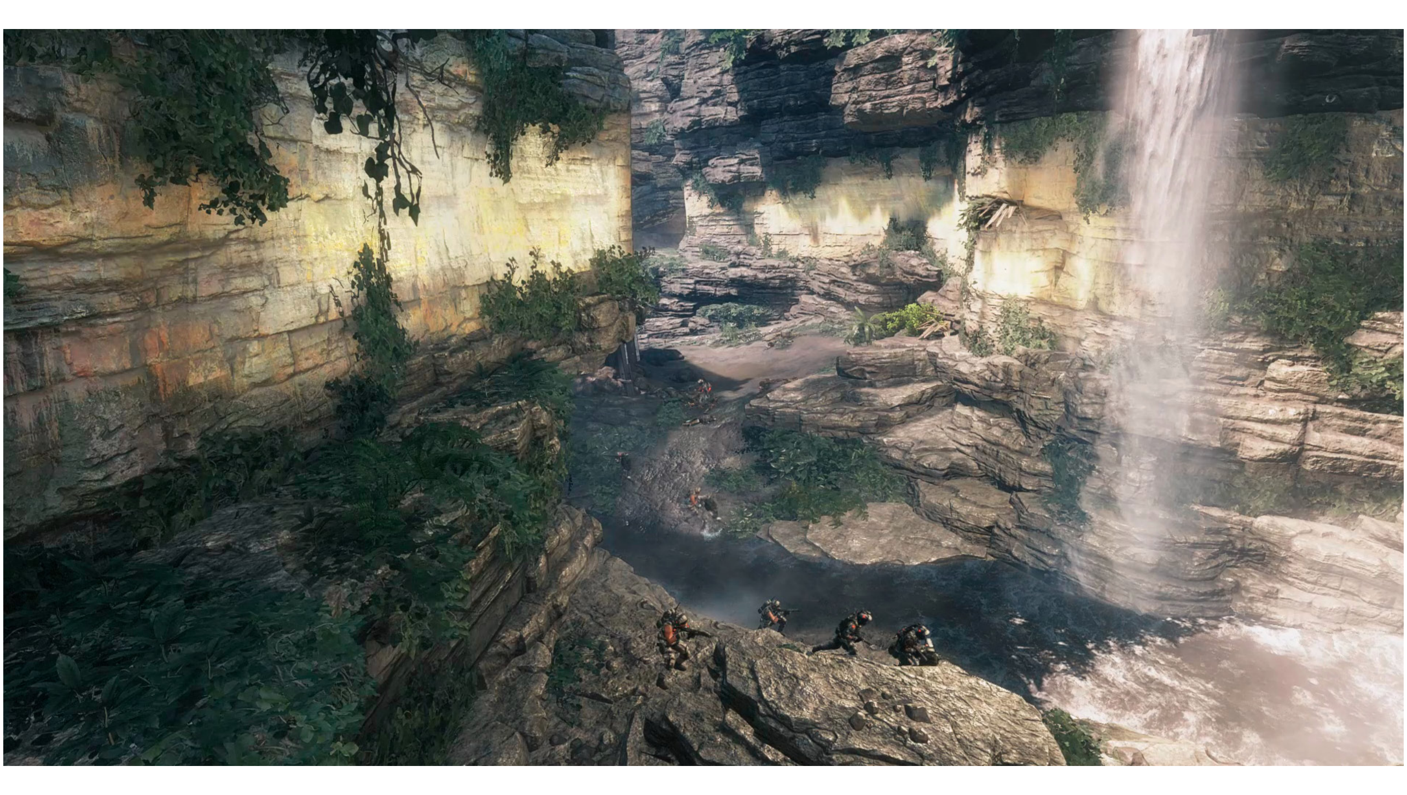
You now find yourself in the cargo hold of the ship. There is quite a bit of space here for being inside of the crashed ship. Adjacent to the bridge, the cargo hold acts as a precipice for several smaller routes on this rather narrow and asymmetrical map. Since it's open to all directions, the best way to defend this location is from the edges of the ship and, if you can, just outside the ship in the crash path. There is limited space inside the cargo hold for Titans, but multiple Titans can fit if they are going to be within close viscinity of each other.



There are multiple pillars and short walls made for wallrunning, and they serve as great ways to gain speed. Launch out of the cargo hold during modes such as Capture the Flag and Amped Hardpoint in order to make it down to the other side of the map quickly and, hopefully, unharmed. Depending on your loadout, it is rather easy to peer into the Cargo Hold from the Crashpath on the far end of this side of Crashsite. So, if you find yourself standing still, make sure you are behind some cover.

WATERFALL

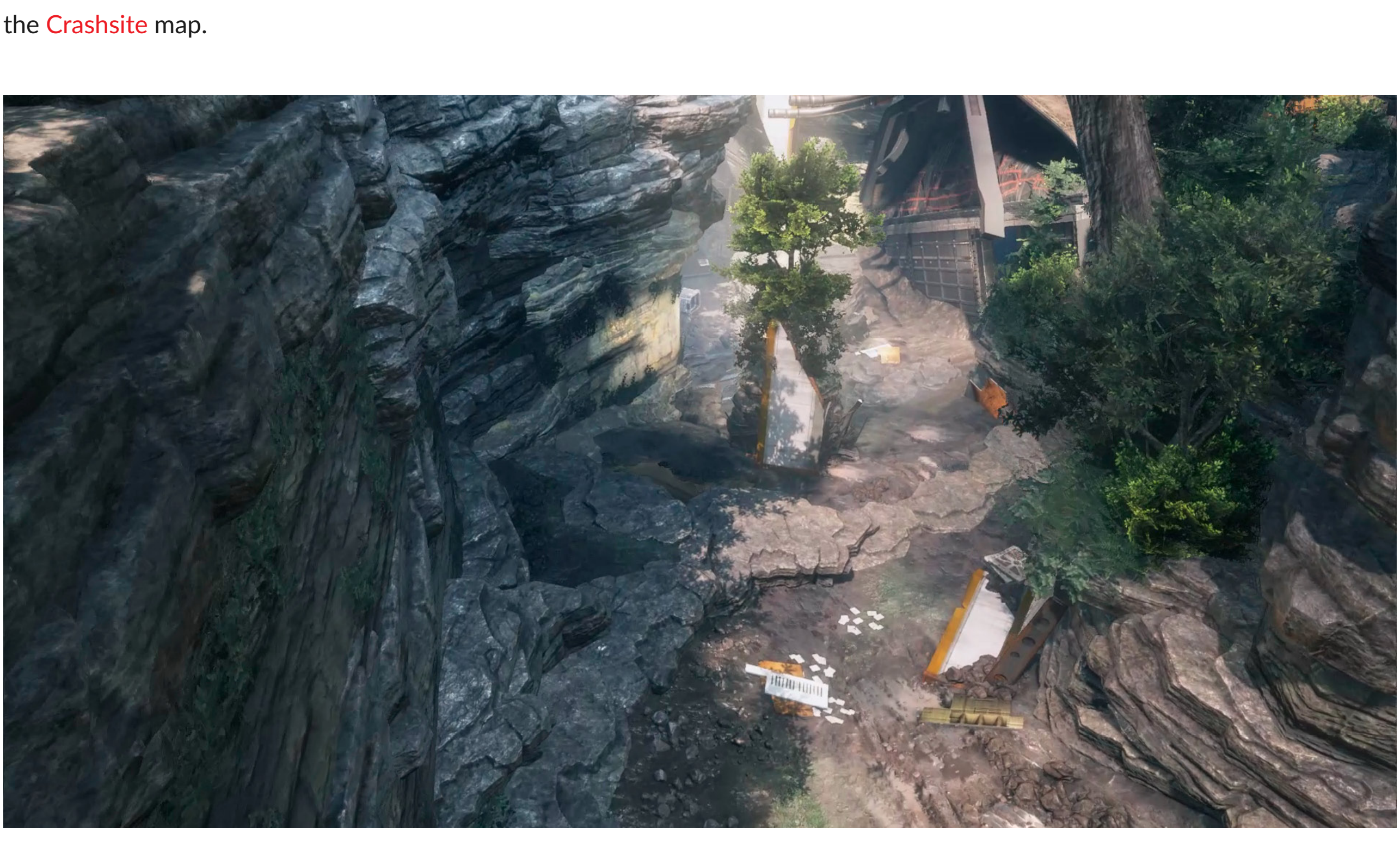
The waterfall is the location for the first wave in Bounty Hunt. The waterfall is extremely vertical, and for good reason. Considering the fact that Crashsite is very much in the favor of Titans, there needs to be a place just for Pilots in a key location. Directly on the waterfall is a ledge that only Pilots can get to, especially when using the Waterfall Run. From here Pilots can fire down at the bounty minions while being able to escape the wrath of enemy Titans before things get dire.



Minions that are Specters or above can jump up to the waterfall ledge, so keep your head on a swivel and watch for close encounters. This key location is in the corner of the map with decently clear visability from either direction for some distance. Be aware of this when positioning yourself to prevent taking a shot from a sniper at a distance.

CRASHPATH

The crash path has some natural cover because of the tall rock formations. However, it isn't much. Use Tactical loadouts such as Cloak to simply not stand out like a sore thumb when traveling though the crash path. This key location is just on the other side of the midsection of the crashed ship from the overhang, which is what makes it extremely important to monitor. One of the only ways to cross from one side of the map to the other without backtracking and wasting time (or risk rushing the enemy's spawn) is to travel through the midsection. Control the crash path, and you will have a strong hold with at least half of the Crashsite map.



RECOMMENDED PILOT LOADOUTS

Hyper-Flight Hero

This loadout is ideal for moving from point-to-point quickly without making an easy target. What makes that extremely important for a map like Crashsite is the severe lack of cover in the two major routes on the map. Since this is an ideal loadout for getting from point-to-point, like cover to cover, it makes the Hyper-Flight Hero the loadout for the ultimate point-to-point game mode, Capture the Flag.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Stim	Quickly heals and boosts your speed for a short time.
	Ordnance: Arc Grenade	Stuns Pilots and blinds Titans.
	Primary Weapon: CAR	Consistent recoil SMG.
	Secondary Weapon: SA-3 Mozambique	Controlled spread triple barrel shotgun pistol.
	Kit 1: Fast Regen	Health regeneration begins sooner.
	Kit 2: Low Profile	No jump jet trails and silent Titan rodeo climbing.

Ghost

The Ghost Loadout is ideal for a full-on offensive mission with the ability to back off if things get desperate. Use Cloak as a way to get closer to your enemy, and always take the positioning of you and your opponent as priority. The purpose of the R-201 is so that you are able to keep your distance from enemy Pilots, due to the fact that you are much more visable, even while cloaked, up close. The same goes for why you have the Charge Rifle at the ready just in case you must take down a Titan.

You may be faced with no other option than to flee, because it's much better to flee and fight another day rather than give the other team a Pilot kill and make it easier for them to call their Titans in. Always know where your exits are, and as soon as you think things are looking grim, activate your Cloak. Run toward the exit, and don't be afraid to jump and get acrobatic on your way out. That's what Low Profile is for.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Cloak	Become nearly invisible. Cloak has increased effectiveness versus Titans.
	Ordnance: Arc Grenade	Stuns Pilots and blinds Titans.
	Primary Weapon: R-201	Full-auto and high accuracy.
	Secondary Weapon: Charge Rifle	Charged precision beam Anti-Titan sniper.
	Kit 1: Phase Embark	Quickly teleport to your Titan.
	Kit 2: Low Profile	No jump jet trails and silent Titan rodeo climbing.

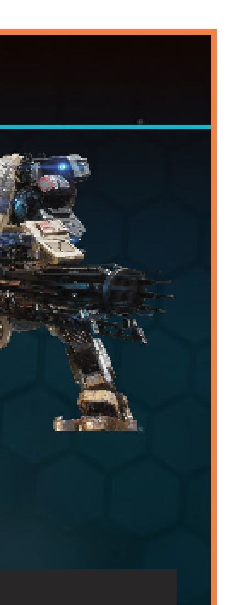
RECOMMENDED TITANS

Scorch

Scorch is a great option for this map because the Incendiary Trap has a radius perfect for the numerous hallways on Complex. Not only can the Incendiary Trap catch your enemy in a position that they will have one heck of a time escaping from, it can also simply block an entire route, keeping a Titan from attacking you head-on. The counter to this is Ronin's Phase Dash; however, if you catch Ronin moving past your trap you can set another trap by backing the enemy Titan into it again with your Thermal Shield.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Overcore	Your Titan starts with a 20 percent head start on its Core's build time.
₵24	Scorch Kit: Fuel for the Fire	Firewall lasts longer.
	Titanfall Kit: Warpfall	Faster, warped-in Titanfall.

Legion



Legion is great for this map because its Ogre chassis has a large amount of armor to help protect the Pilot from surprise attacks around tight corners. Legion's Predator Cannon has a lot of ammo and is good for all ranges. Crashsite has long lanes as well as tight corners, making the Predator Cannon the perfect weapon for this map. Being able to switch your primary weapon's mode from one range to the other makes Legion a double threat. You can go from from peering down a lane to charging an objective with a quick mode change.

Legion's Smart Core is extremely useful for Crashsite, which is why we recommend you take the Sensor Array as your Legion kit. You can really hold down an entire lane with Smart Core, thus turning the battle if needed.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Overcore	Your Titan starts with a 20 percent head start on their Core's build time.
	Legion Kit: Sensor Array	Smart Core lasts longer.
	Titanfall Kit: Dome-Shield	Protects your Titan after Titanfall.

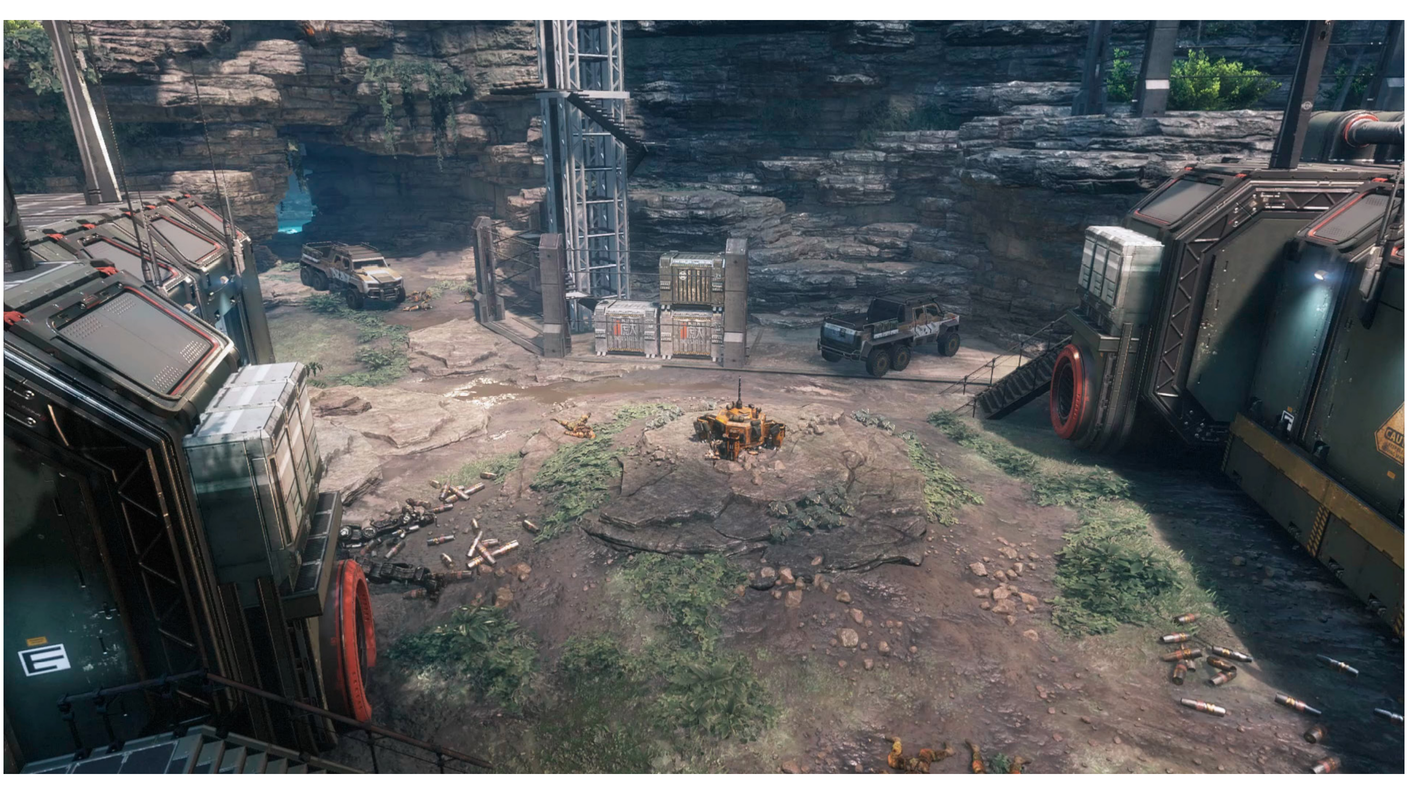
TITANFALL 2

Crashsite

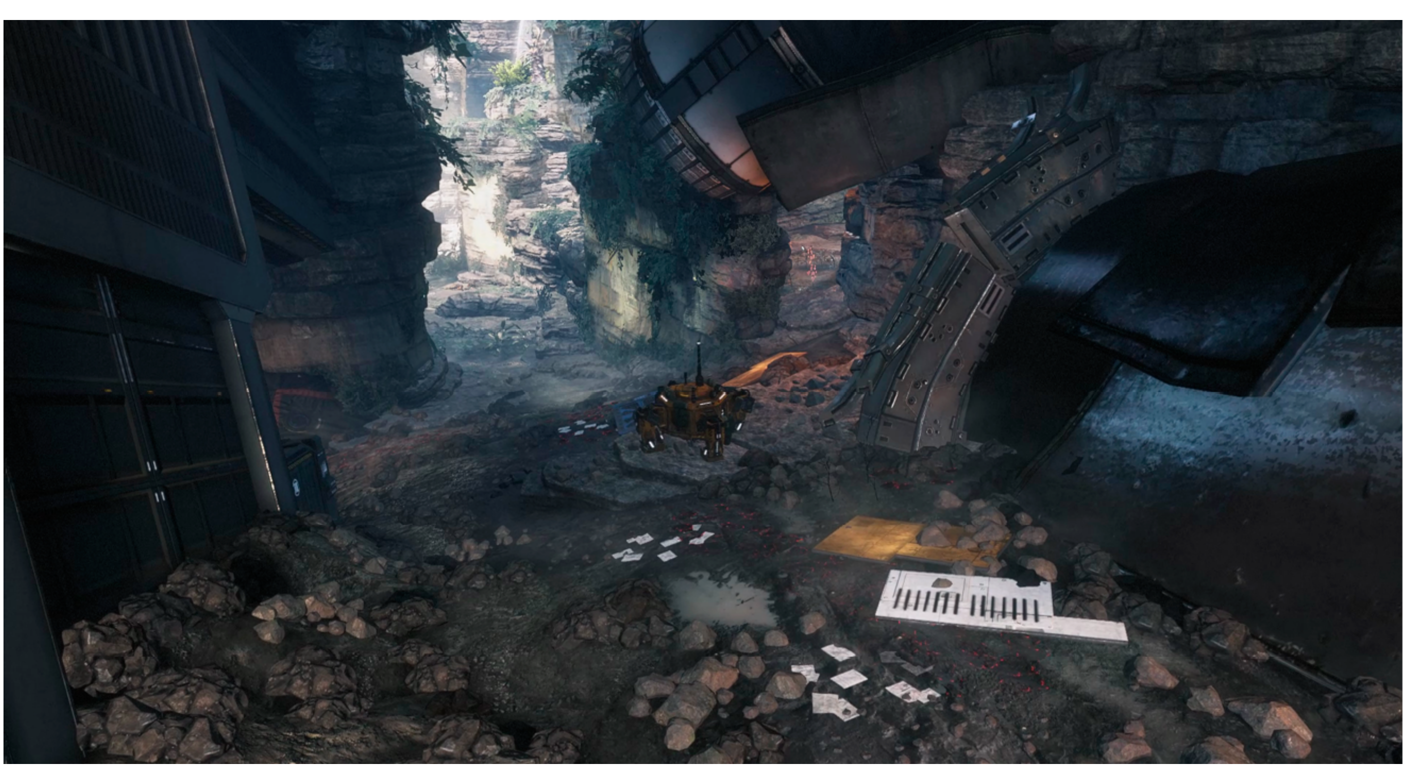
Game Mode Strategy

AMPED HARDPOINT

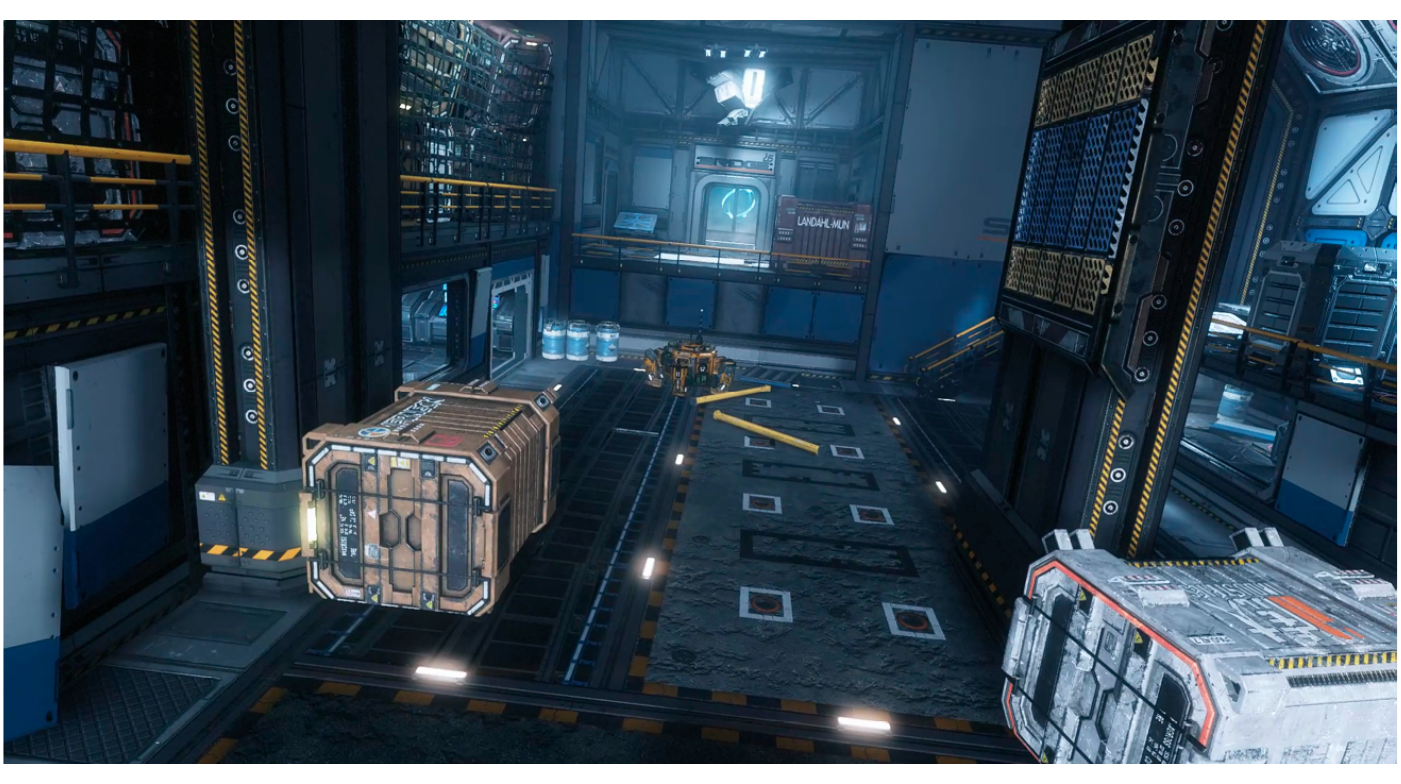
Amped Hardpoint is a rather balanced mode on Crashsite in the sense that the hardpoints are set up in a triangular formation, and even though there is a center to the map, there are easily accessible ways around it. Playing each hardpoint individually, instead of looking at one as if it were your home base, will serve you well here. Instead, rotate your home base and make sure the one that you can defend the best is always amped.



The center of the map is where the overhang is located, and this is where the most strategy will take place. Placement and angles are key when protecting the overhang. Use the smaller broken pieces and debris from the ship to conceal yourself and use your HUD to detect when enemies are contesting the hardpoint. Then, Tactical loadouts like Ghost and Sonar Blade will help you when dealing with enemies contesting the overhang. Use Ghost to peak out without being detected, or use the Sonar Blade to ping the most likely location and get the jump on the enemy. Remember, the enemy can see when they are being detected to move fast and kill swiftly.



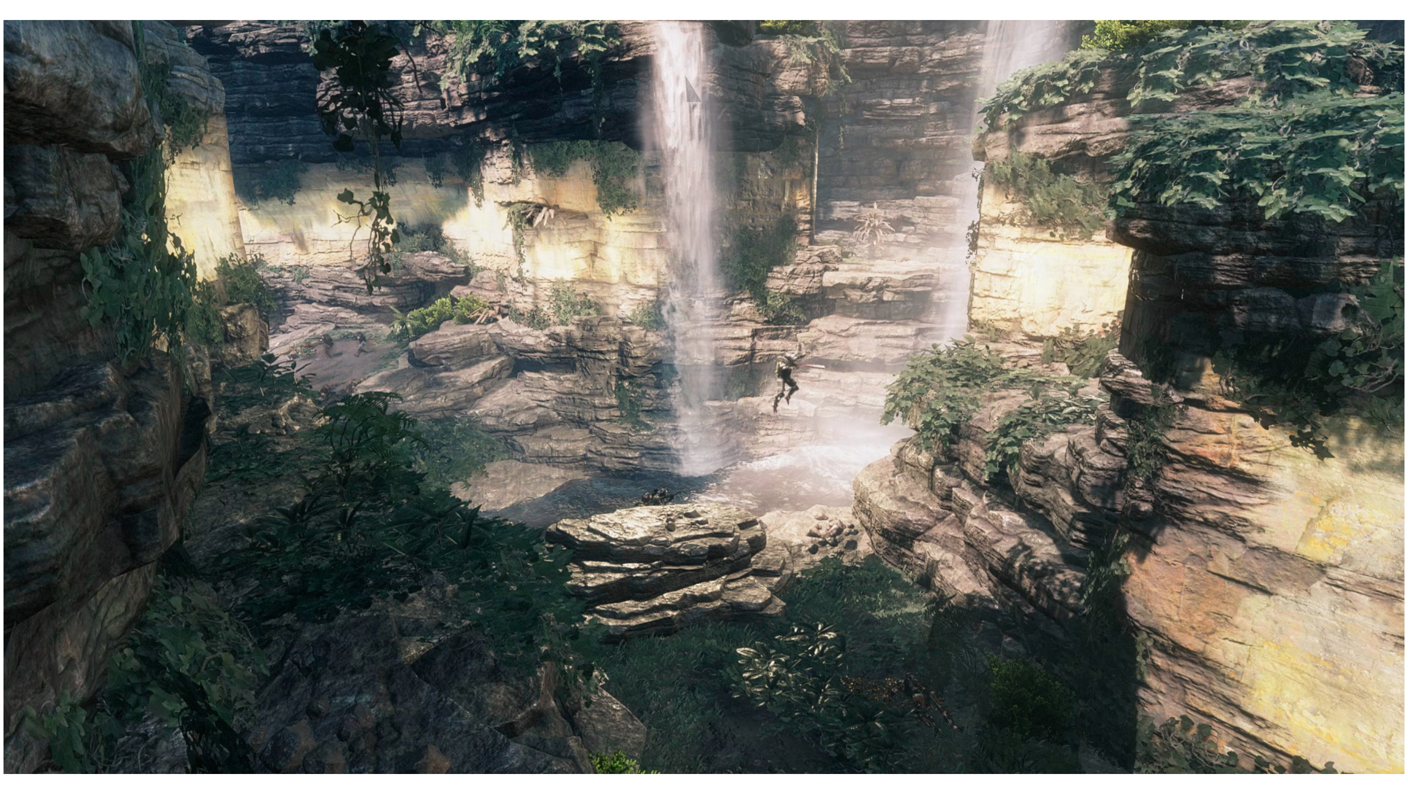
The other two hardpoints have a lot more cover, but because of this they will be sought after. The cargo hold can be deceivingly difficult, unless you have multiple friendlies ready to fend off an attack. The Research Base is a little less demanding when you're attempting to defend. However, if you become heavily outnumbered you may need to call for backup before making a move.



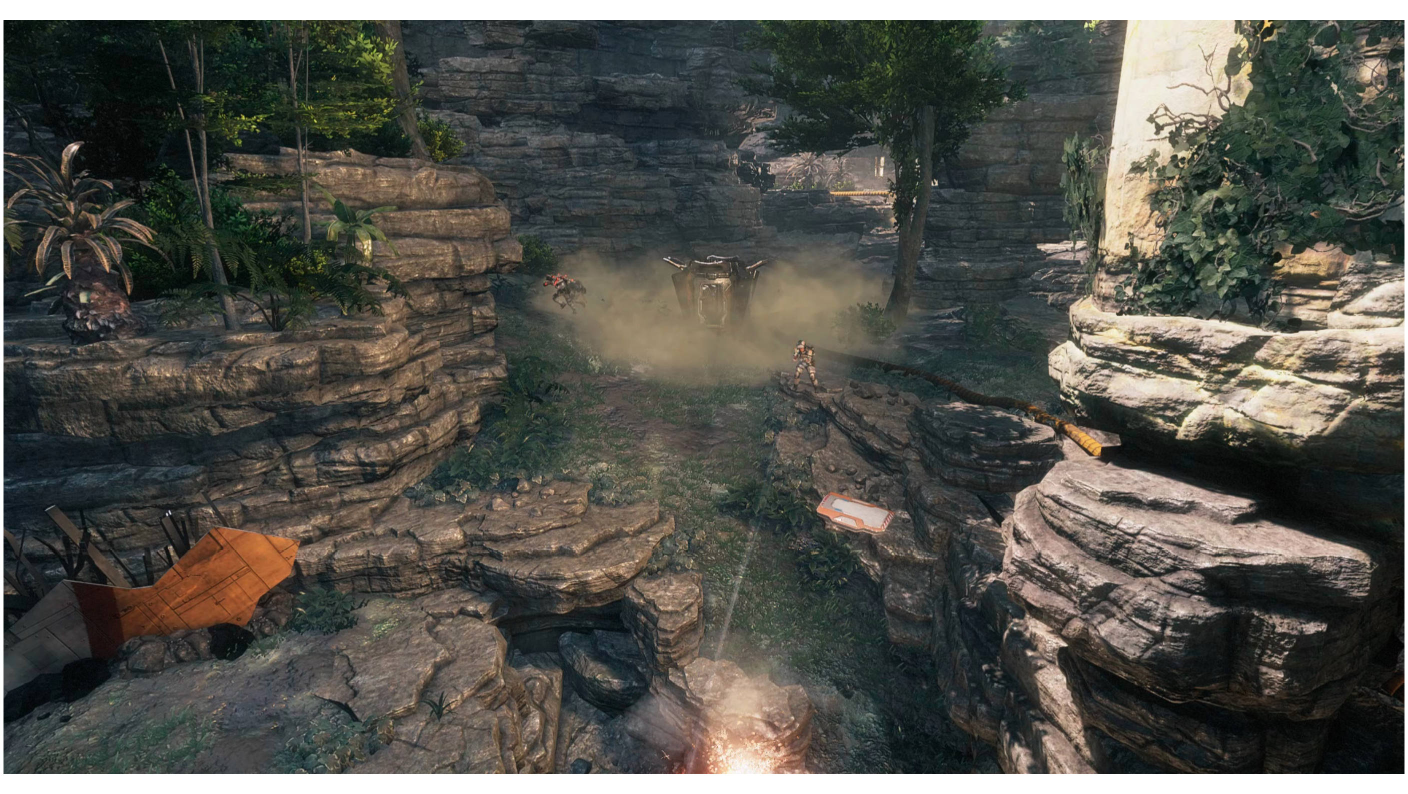
BOUNTY HUNT

There are only two Drop Zones on Crashsite, making this map far simpler to pay attention to where you might need to be at any given time—but a lot more complicated in how to get there.

The first Drop Zone is at the waterfall, and that alone has its major advantages. Pilots will more than likely be using the ledge of the waterfall because it has the most cover, so be careful, both when you are approaching this area and using it for your firing position. There is not much room for Drop Pods to land, making the prediction of where the minions will be initially rather trivial. However, the drop placements become irrelevant when you have Pilots and Titans trying to take you out. Focus on killing minions quick so that you are able to initiate Titanfall as soon as possible.

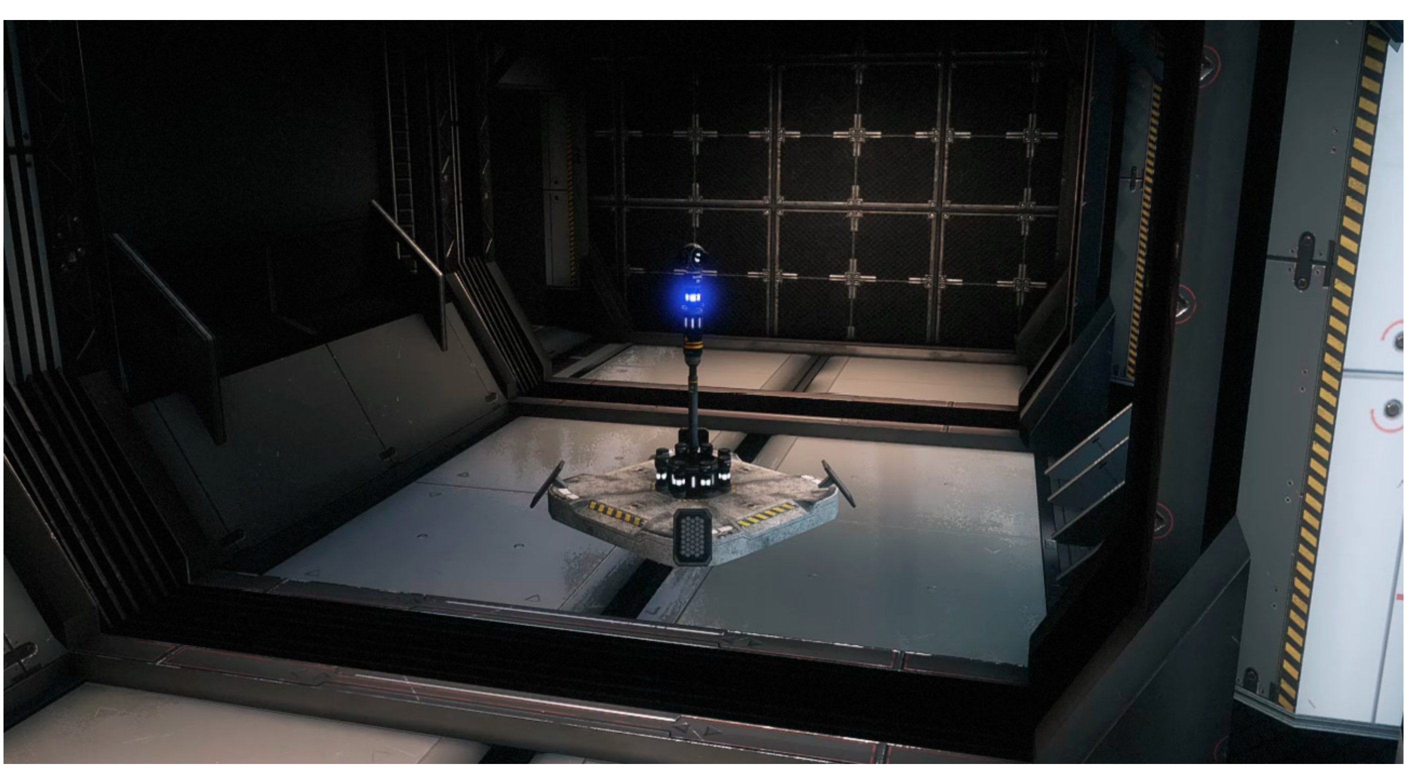


The other Drop Zone is all the way over on the hill climb, making it very difficult to swing from the waterfall to the hill climb quickly. The fastest way to the Drop Zone is to travel through the midsection, but that is extremely dangerous because a knowledgable team will be waiting on the other side for travelers. The hill climb can be seen from some distance, but the minions will hide so take out as many as you can from long range before storming the place to take out the rest. Because of this, your biggest challenge is going to stay safe from the other team's snipers. Electric Smoke works just as well for cover as it does for electrifying anyone who steps in it, so use it when you can.

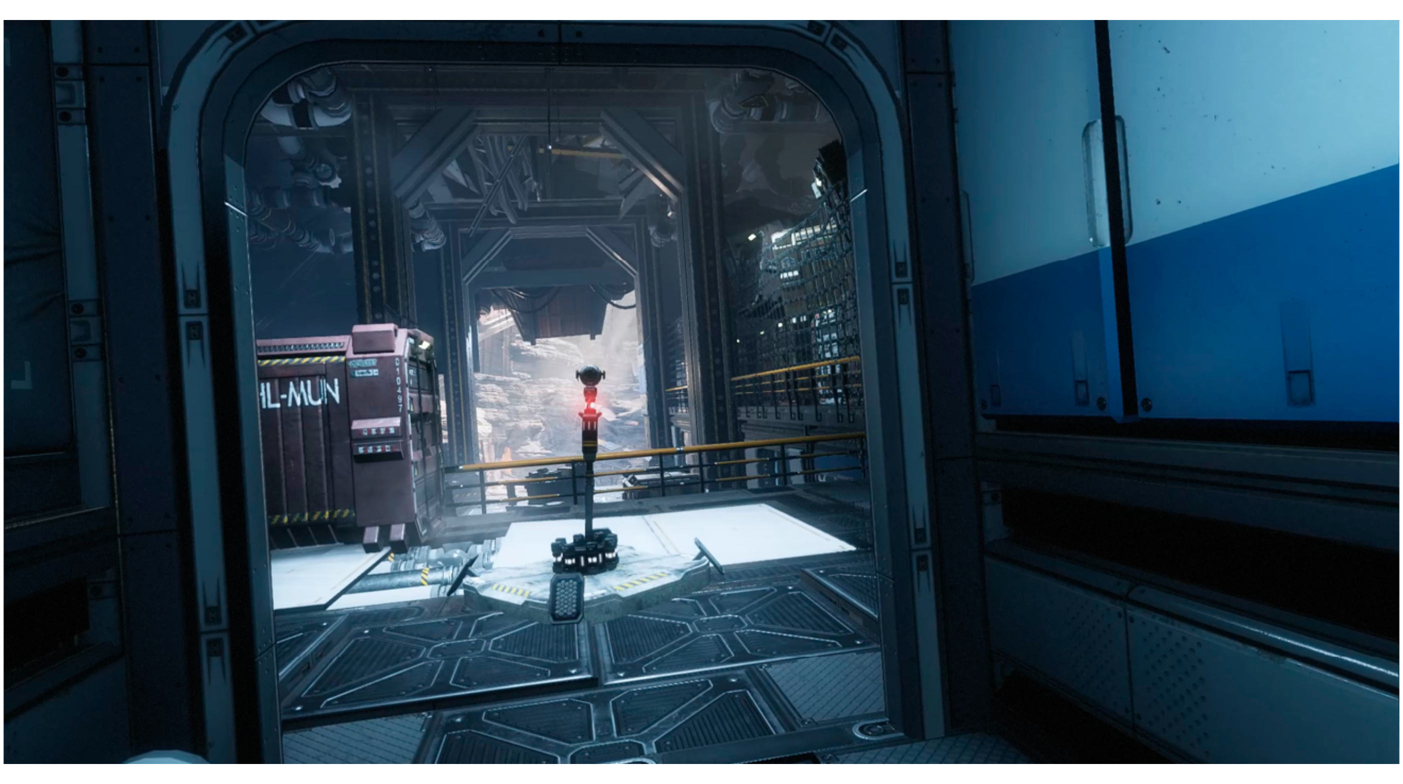


CAPTURE THE FLAG

There are two major lanes on Crashsite, and both are viable options for flag capture routes. Learn these lanes and find out where your favorite wallrun options are to optimize your route. The first flag is located in the cargo hold just before the entrance to the bridge. The fastest and safest way out of the cargo hold with the flag is through the bridge and out the back. Travel past the waterfall and keep your speed up. You don't want to get caught in the overhang, or you could turn into a sitting duck real quick.



When attempting to capture the flag from the Research Base, hug the west wall all the way down. There are a few specific routes you can take when traveling west. Take them and be sure to use the jumps and pillars as you get to the cargo hold. You don't want to slow down right at the end of the run.



If your team can hold down the midsection, the advantage will be yours. Defending this section will make it easier to stop the enemy from running your flag all the way. Then, when your teammate has the enemy flag, all they have to do is get past you before they are home free.

PILOTS VS. PILOTS

When preparing for Pilots vs. Pilots on Crashsite, think mid- to long-range combat. The major difference in tactics when playing this game mode/map combo is that there obviously are no Titans, but that changes the game quite a bit. Try taking control of one of the main landmarks on Crashsite for the best advantage over the other team. If you and a few teammates and take over any of the following areas, you might be able to set up a decent stronghold: cargo hold, midsection, or the cave. Use these landmarks as places to call out as well, because communication is key in all game modes, but especially in Pilots vs. Pilots.

Pilots loadouts such as Ghost are perfect for this, but be sure to modify it a little by echanging the Anti-Titan weapon with a pistol of some sort. Something like the Mozambique would be a decent choice as a secondary, just in case you are caught in a situation where you need that rare close-range tactical advantage.

LAST TITAN STANDING

Last Titan Standing is the perfect game mode for a map like Crashsite because its size is grand, but the battle stays focused. Fighting for the overhang will be key for this and the team that gains control of the overhang first will have field advantage over their enemy. However, by no means is this advantage something that will win you the round right away.

Titans with high amounts of Armor will do well in most situations on Crashsite. However, speed has its advantage. The long lanes are good for Titans like Northstar, but if your team has trouble staying alive, you might want to use a loadout like Legion because they can take on several ranges, which is more useful here. Coordinate with your team and make sure the Titan loadouts are balanced for medium- and long-ranged Titans for the best result, but also make sure that you are able to take on any situation the enemy throws at you.

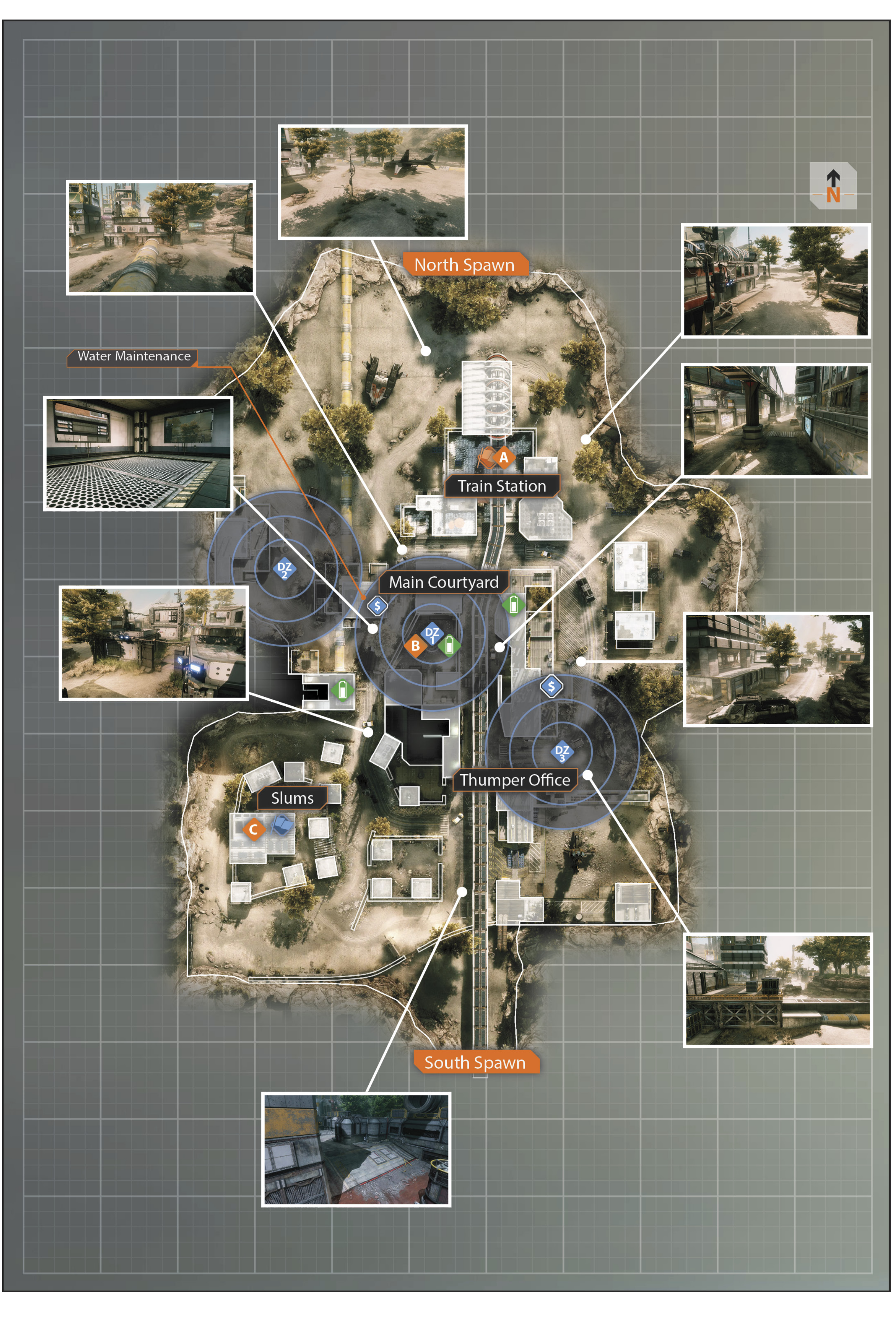
ATTRITION

Crashsite is all about playing halves and invading the other team's half of the map, but not spreading your team too thin and getting wiped. Flip the map on its side and you can see the three lanes on Crashsite, but you can play it like there is a no-man's-land in the middle and you must protect your side. As things on the battlefield shift, you and your team may need to shift, but it is important not to move to the other side unless you are making a move on the enemy's position, or if you are getting pushed from another end of the map. Spread out and cover the chokepoints in the ship as well as the canyon and you should be successful.

TITANFALL 2

Eden

Overview



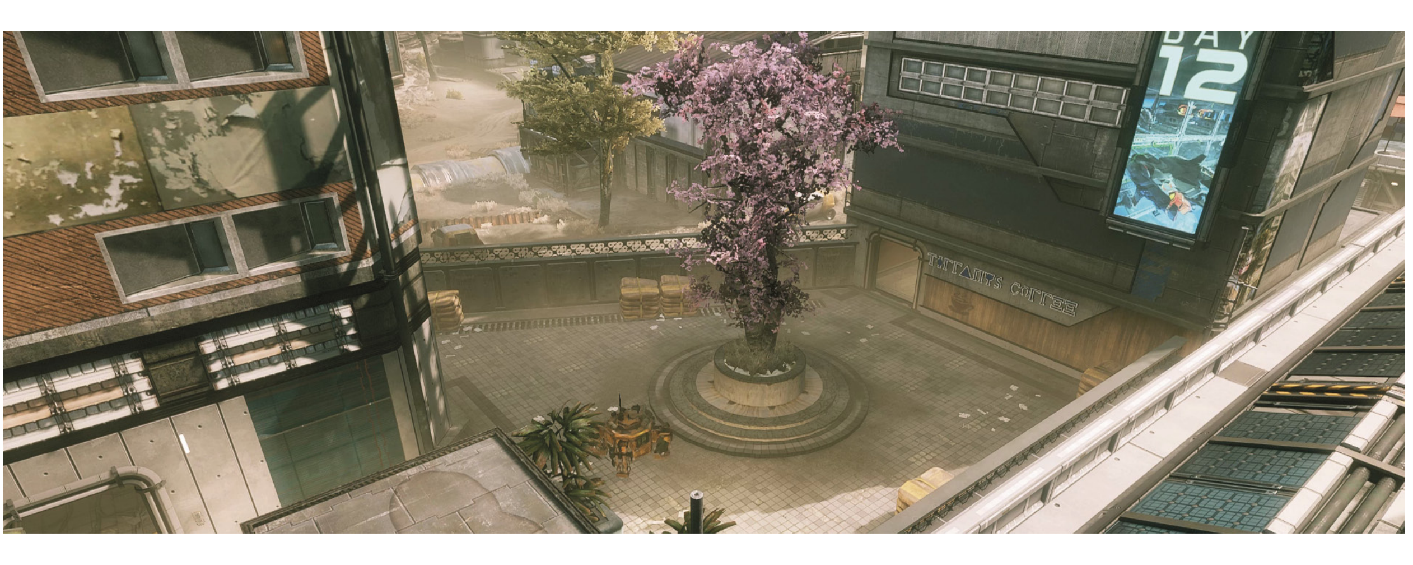
LEGEND	
🟩	Last Titan Standing
A	Hard Point
BOUNTY HUNT	
DZ 1	Drop Zone
$	Bank
CAPTURE THE FLAG	
🟦	Blue Team Flag
🟧	Orange Team Flag

Eden was once a paradise, sold as the ideal residential community by the IMC to their new employees from the Core Systems. IMC employees responded in record numbers, attracted by the promises made by the IMC's Interstellar Colonial Authority. But the discovery of an extensive, deep network of naturally occurring fuel reservoirs changed everything. As they had done previously with other worlds in the Yuma System, the IMC fracked the area until dust reigned over light. Today, the train and space elevator remain in operation, maintained by a small community of dispirited IMC employees tied to long-term employment contracts.

Eden is a medium-sized map with choke points running through the middle sections of the town. Billboards all along the elevated rail line allow Pilots to achieve great wallrunning speeds and traverse the town quickly. Titans will find excellent opportunities to engage Pilots safely in the streets and open lots that ring the outskirts. Pilots, however, have many options amongst the diverse spread of small outbuildings and their interiors, as well as walled courtyards, for both escape and counterattack.

MAIN COURTYARD

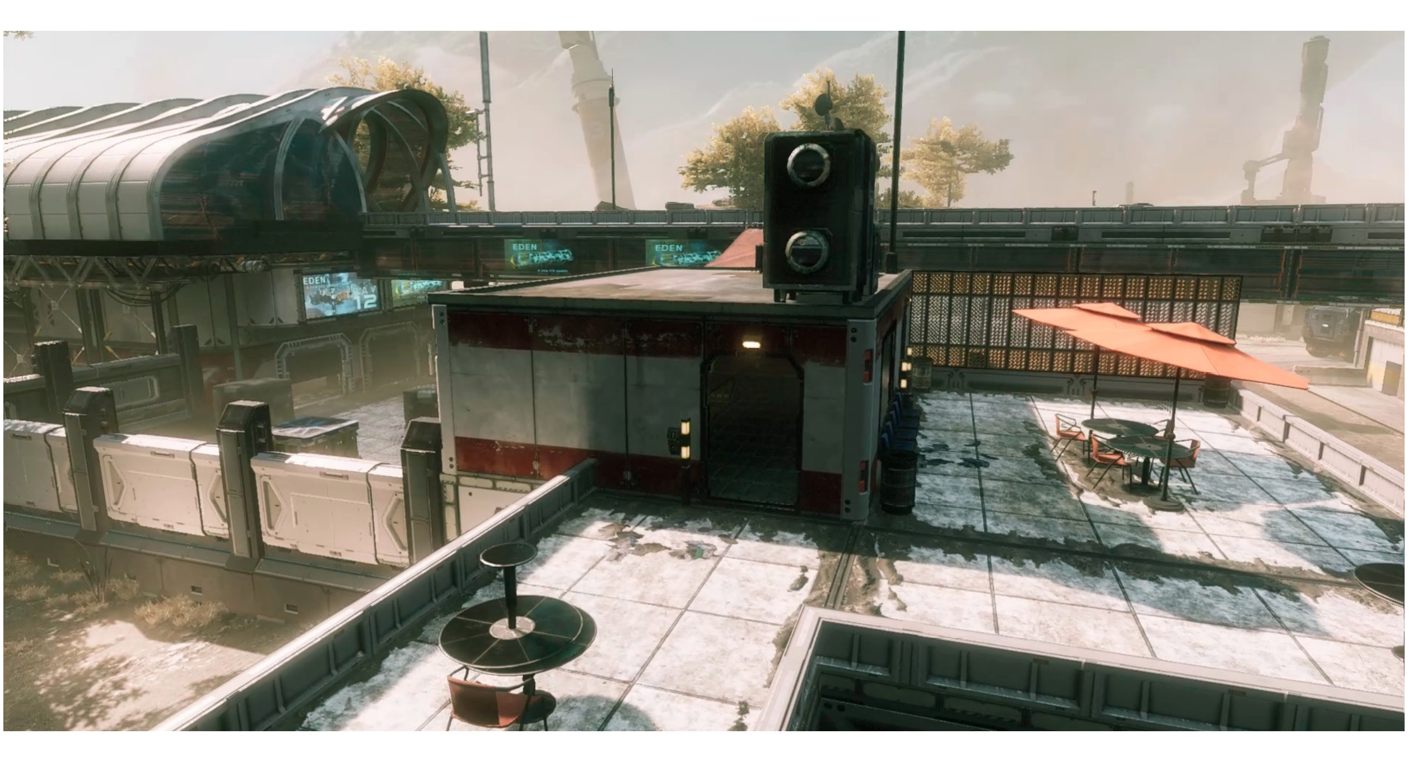
The Main Courtyard is the central location where the majority of the action on Eden unfolds. The actual courtyard is not very large, and there isn't much cover here, but both the B hardpoint and one of the bank locations in Bounty Hunt are located here. As you get more experienced and become more familiar with the Main Courtyard, you'll understand a little more where enemies might be when they are defending the location. Check the corners, and unless you're in a pinch, don't drop in from the top because you might find yourself in the middle of a heavy crossfire.



Making your way through the adjacent buildings, like the coffee shop and the high-rise can provide you and your team some cover on the approach to the Main Courtyard. You can also use these building as cover if you choose to defend this location from slightly off-site. One of the more important pieces that directly affects the Main Courtyard is the train line because it overlooks the courtyard. The train line is a very popular route to take to the courtyard, so on your way try to take out the enemy before they spot you first.

TRAIN STATION

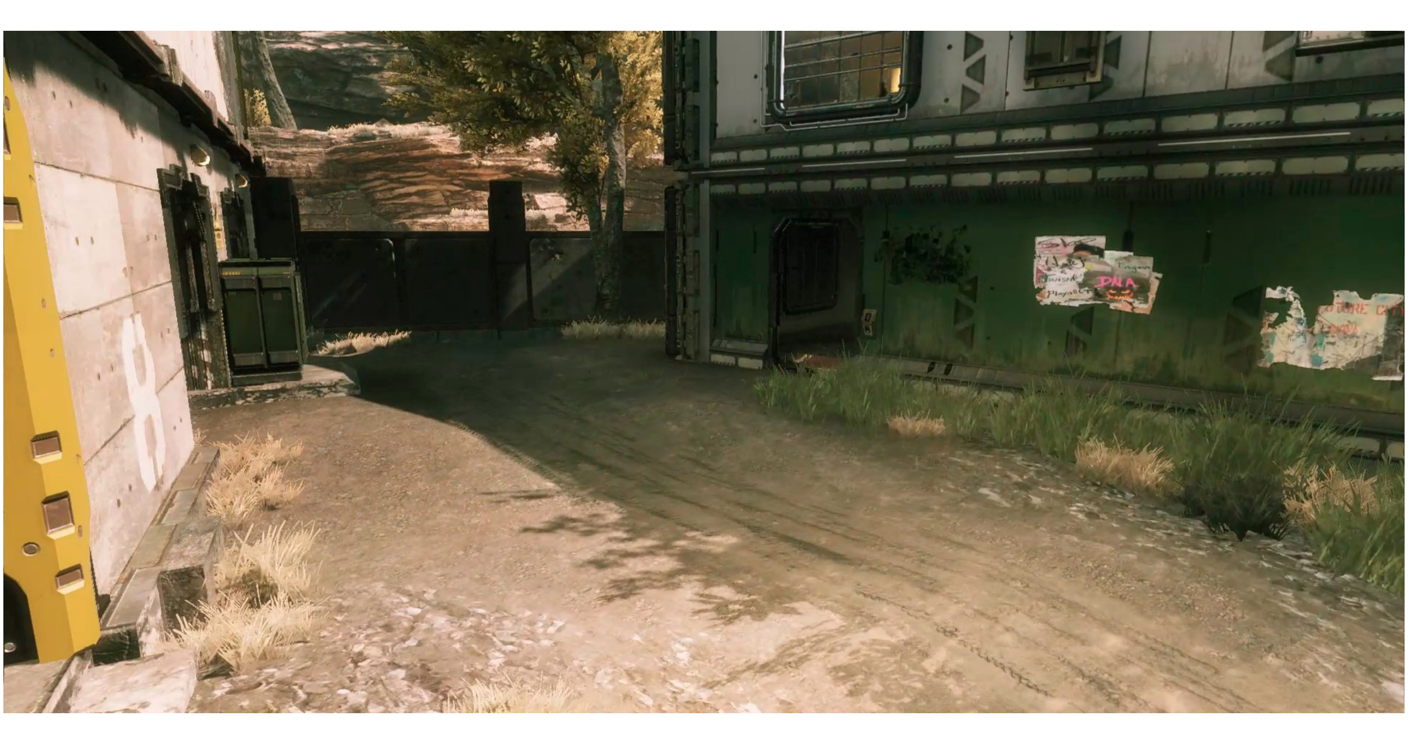
The train station has a few elevations that can all be used for different tactical advantages. On the ground floor is the courtyard, and if you use the buildings you have a ton of cover to keep yourself concealed as you get the angle on incoming enemies. Next, use the buildings to get a bit higher and ambush enemies as you are either attacking or defending the train station. To get the highest angle on your enemy, take control of the train line and use the billboards so that you are not a sitting duck right out in the open for snipers.



One of the best ways to enter the train station stealthily is through the back and right underneath the train stop. Even though it is tough to get here without being seen on your approach, it is not much different from striking head-on. One thing to take into account though is that if you take the long way around, the chances of the enemy looking in all directions are slim, and this might be the only way to slip through their defenses. Attacking head-on is only a good idea if you can be quick and use some evasive maneuvers or a distraction to get in. Once you're in, prepare for some close-range action.

SLUMS

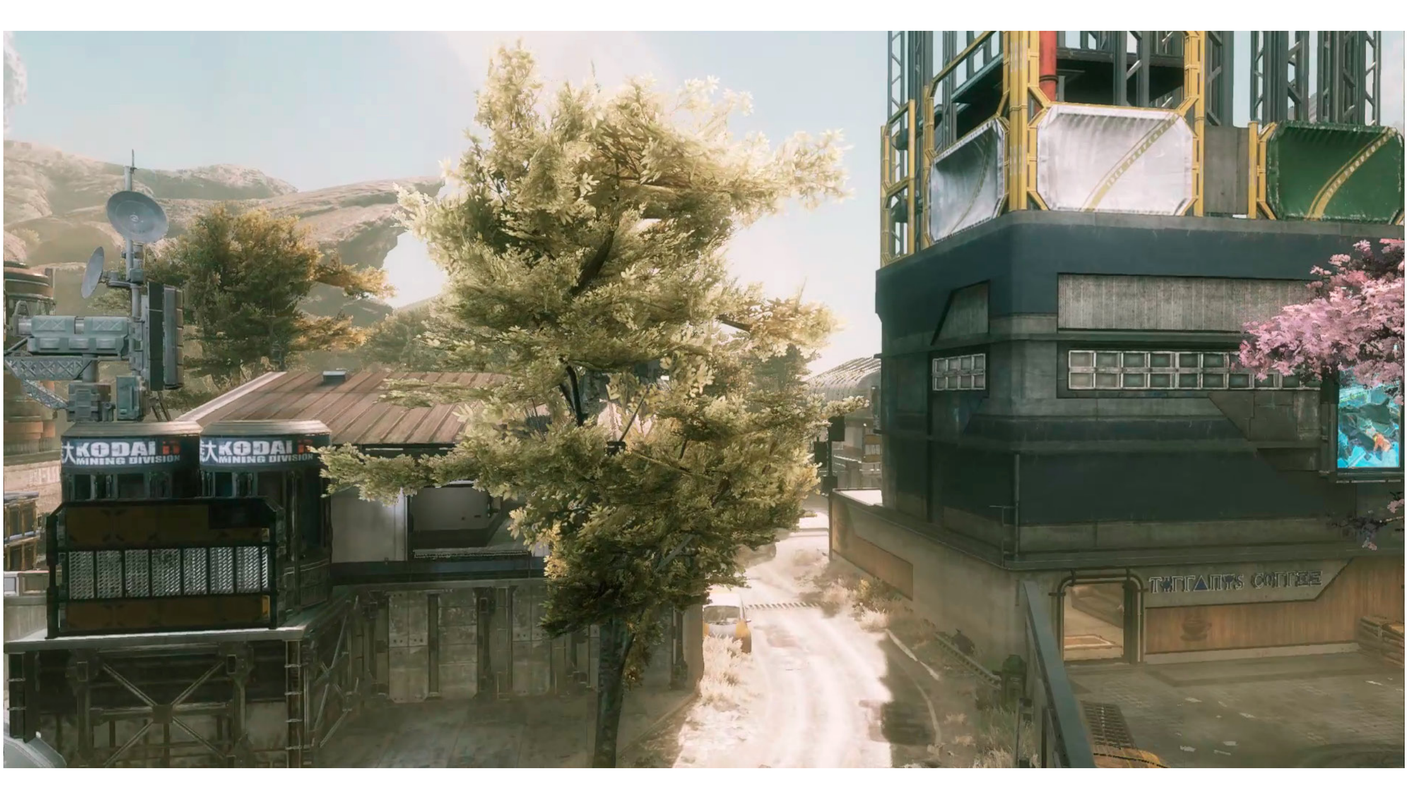
The slums should be treated like an area with more to explore than every courtyard on Eden. With the buildings in close proximity of each other, as well as the Ration Center, there are several layers of battle that can and will occur here. Take extreme caution when traveling the roofs because some of the most heated firefights are known to be had here, short- to mid-ranged weapons are highly recommended. It is easy to lose your target in the slums, so equipping the Pulse Blade is one of the most useful moves you can make for the slums.



Always check the inside before attempting to capture or initiate any of the objectives in this location. There are many places to hide, and simply running through will sometimes not be enough. Running away with the flag might only result in the enemy nipping at your heels only seconds later.

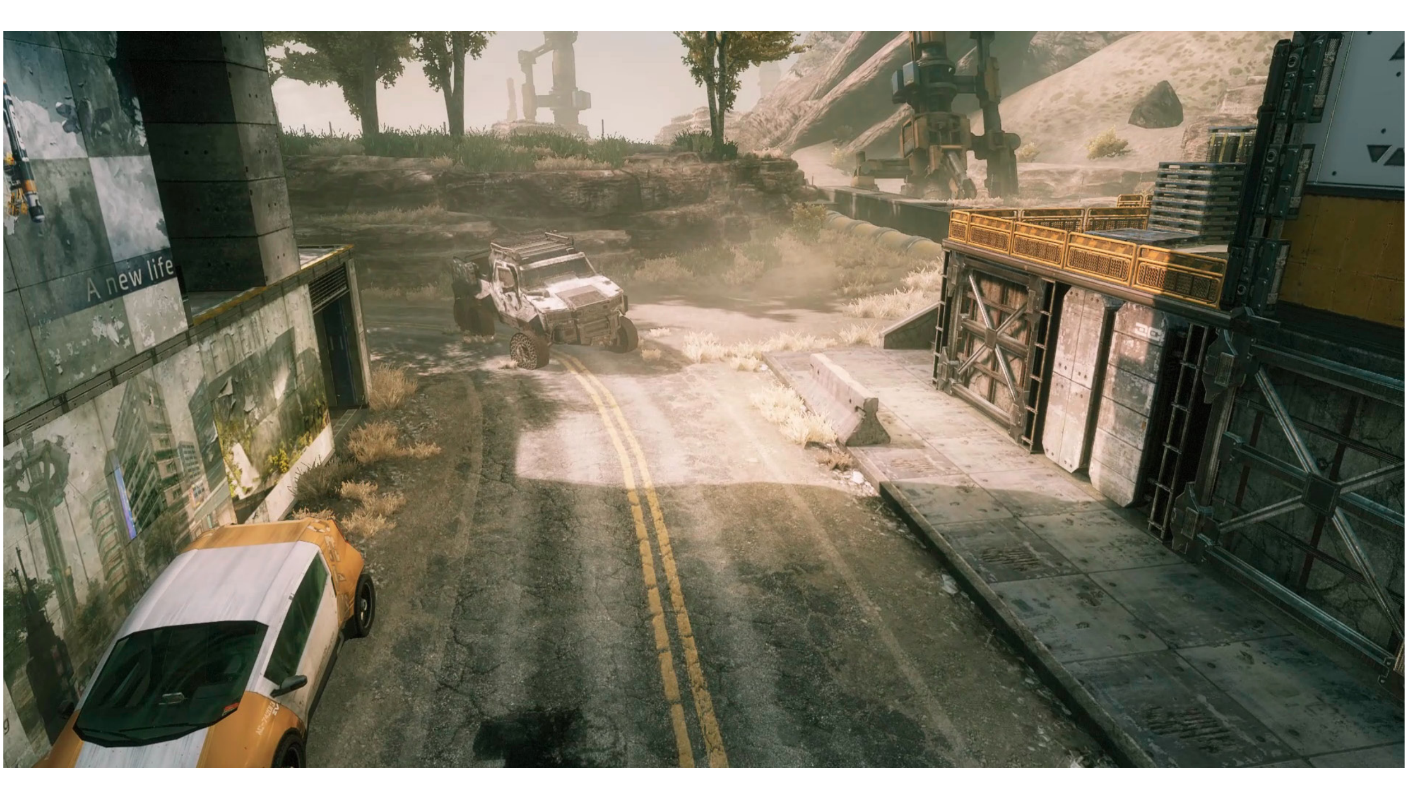
WATER MAINTENANCE

The large building just outside the Main Courtyard has a tall, slopped roof that serves as a main map connection and sits right next to a few main objectives. This large building is called the Water Maintenance building and is extremely important. Sitting on top of the building and using it as a sniper nest is not necessarily the best idea, but controlling the area around it and using it as a sniper perch every now and again can serve you very well. Adjacent to the building is where minions drop in for Bounty Hunt and where a neutral Mega Turret placement stands. If there is a free Titan on your team, they should be attempting to keep this area controlled because it can turn the tide or help you dominate your enemy.



THUMPER OFFICE

The Thumper Office is a lot like the Water Maintenance building, as it is extremely important for controlling the other side of the map. This is also a position relative to a Drop Zone, as well as a Mega Turret. Both of said objectives lie in front of the building, and because of the slope on the roof, it provides cover as you scope them. The Mega Turret might be at a medium range, but the building is right in front of the Drop Zone. Just make sure you keep your eye on the middle of the map to keep enemies from flanking you.



As you explore the Thumper Office, you might notice the cut-through across the street. It is difficult to see enemies approaching because of the overhang in the cut-through, so try to get the right angle by sitting at the end of the roof. Not noticing enemies under the overhang could be dangerous, and staying on the move is always a smart strategy, as there are a lot of sniper lanes that can make you regret staying still.

RECOMMENDED PILOT LOADOUTS

Rough Recon

Rough Recon is a strong loadout that requires a skilled player because this is a very specialized combination. Holo Pilot takes some time to restore its use, but that is not a problem, as you should only need it when you're in danger. The combination of Holo Pilot and Kill Report should allow you to have a good survey of the where the action is and roughly where the enemies might be coming from. But in case there aren't any reports coming in, you can be ready to launch your Holo Pilot and buy some time for you to get away. Both your primary weapon and your secondary weapon are meant for you to keep your distance, so don't be afraid to flee when it's getting too hot and you need to get out of the kitchen.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Holo Pilot	Create a holographic copy of yourself mimicking your actions when activated.
	Ordnance: Electric Smoke Grenade	Carpets an area with electric smoke.
	Primary Weapon: Kraber	Scoped heavy rifle.
	Secondary Weapon: Charge Rifle	Charged precision beam Anti-Titan sniper.
	Kit 1: Fast Regen	Health regeneration begins sooner.
	Kit 2: Kill Report	Enemy death locations marked by skulls on the HUD.

Ghost v2.0

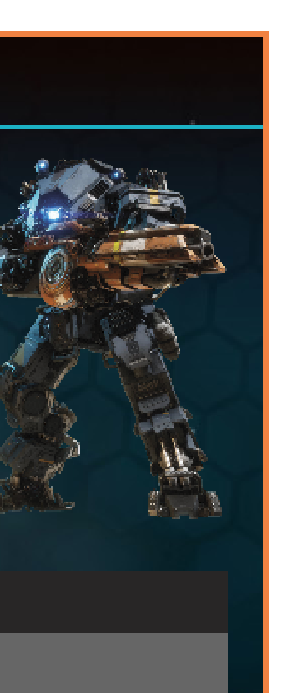
The Ghost Loadout is ideal for a full-on offensive mission with the ability to back off if things get desperate. Use Cloak as a way to get closer to your enemy, and always take the positioning of you and your opponent as priority. The difference between Ghost and Ghost v2.0 is the choice in weaponry; both the primary weapon and secondary weapon are chosen in design for a slightly longer effective range. Certain maps require a little more range than others, but Ghost is still a very powerful loadout, so with a few tweaks it is a great loadout for every map.

You may be faced with no other option than to flee, because it's much better to flee and fight another day rather than give the other team a Pilot kill and make it easier for them to call their Titans in. Always know where your exits are and as soon, as you think things are looking grim, activate your cloak. Run toward the exit, and don't be afraid to jump and get acrobatic on your way out. That's what Low Profile is for..

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Cloak	Become nearly invisible. Cloak has increased effectiveness versus Titans.
	Ordnance: Arc Grenade	Stuns Pilots and blinds Titans.
	Primary Weapon: G2	Semi-auto precision rifle.
	Secondary Weapon: Archer	Rocket launcher with Anti-Titan lock-on.
	Kit 1: Phase Embark	Quickly teleport to your Titan.
	Kit 2: Low Profile	No jump jet trails and silent Titan rodeo climbing.

RECOMMENDED TITANS

Ion

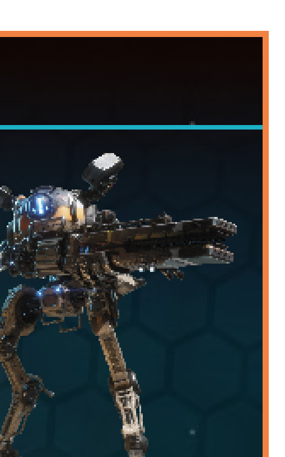


Ion is one of the most well-rounded Titans in Titanfall 2, and Eden requires a few different styles in order to survive. Because of the extremely long stretches of land and tighter corners, Ion makes a great match-up against almost any situation, as long as you learn the other Titans and how they work in order to counter them.

On Eden, there's quite a bit to be aware of while inside your Titan. Pay attention to the enemies at range, because they normally have a straight line of sight to you, which means a Titan like Northstar can inflict some major damage to your hull. As an Atlas class chassis, your Titan has some armor, but you might want to be careful. Without batteries nearby, your armor could deteriorate rather quickly, which is a big reason to stay extra cautious.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Counter Ready	One extra Electric Smoke countermeasure.
	Ion Kit: Zero-Point Trip Wire	Trip Wire deployment uses zero energy.
	Titanfall Kit:Dome-Shield	Protects your Titan after Titanfall.

Northstar



This Titan loadout is ideal for this map because there are many opportunities to use Northstar's abilities—even more so than any other map. Eden has enough open space for Northstar to be able to move around and avoid enemies, but because of some close spaces Twin Traps is equipped on this loadout. There is almost nowhere in on this map that Northstar cannot see while keeping some distance, which is what makes this Titan loadout such a threat on Eden. Use the two major lanes on either side of the Main Courtyard to keep enemy Titans at bay while your team controls your half of the map. This should really distract the enemy from attempting to control any objectives as they try to defeat you.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Stealth Auto-Eject	Automatically eject and Cloak when your Titan is doomed, preventing Pilot death.
	Northstar Kit: Twin Traps	Tether Trap fires two traps.
	Titanfall Kit: Dome-Shield	Protects your Titan after Titanfall.

TITANFALL 2

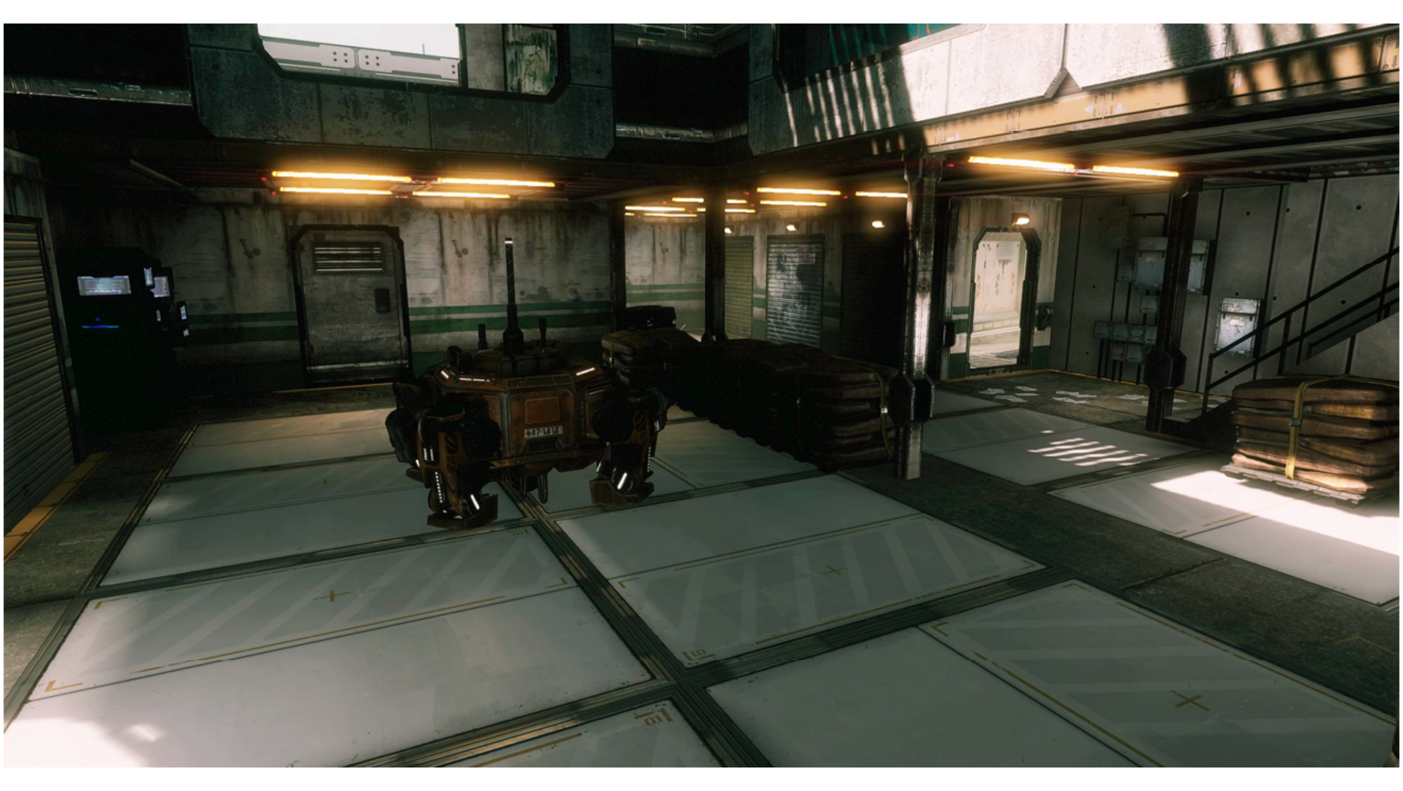
Eden

Game Mode Strategy

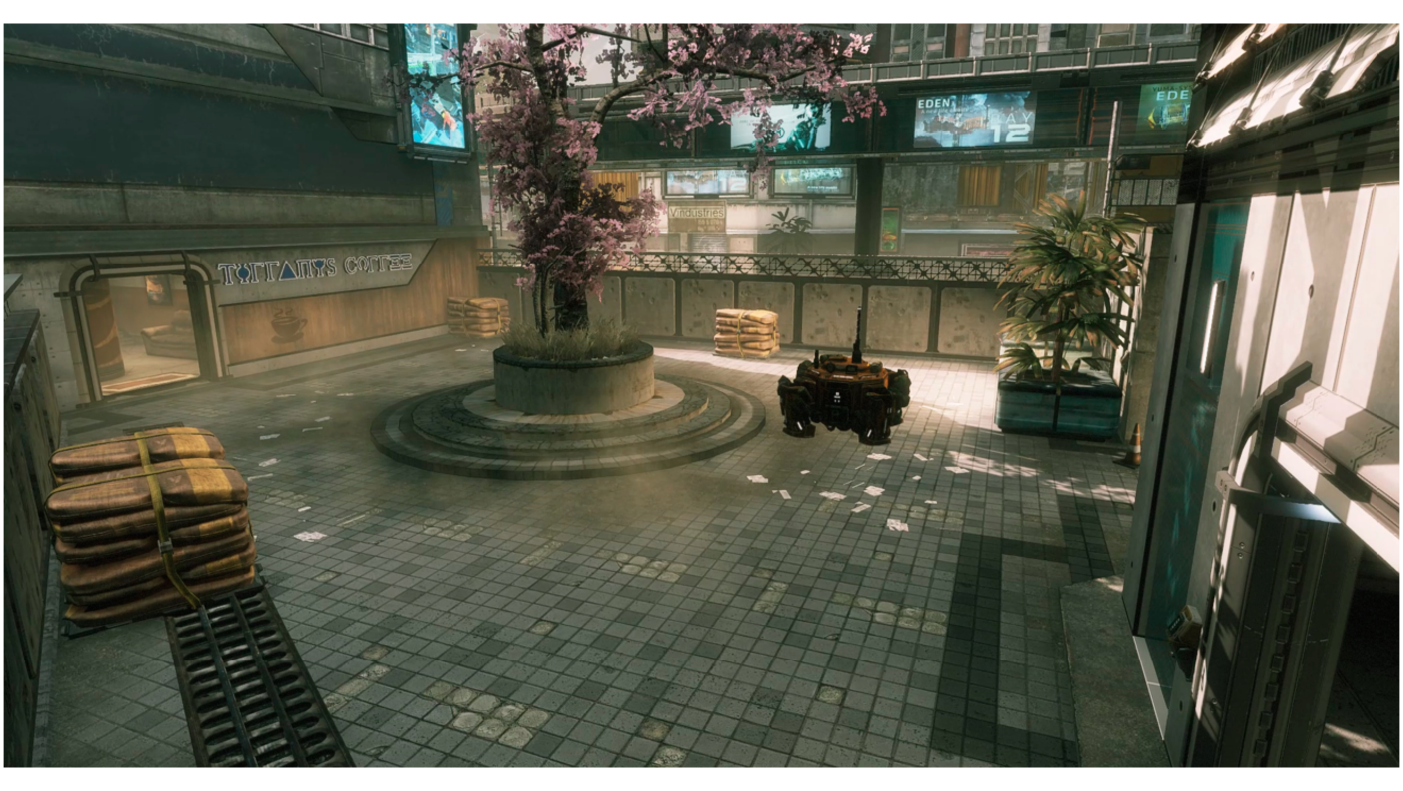
AMPED HARDPOINT

Eden is not a large map, which means the hardpoints A and C are on the edges of the map. There isn't a whole lot of room behind each point to use as a major flanking area, but that does not make it impossible. If you need to get behind the enemy, just be sure to do it quickly or wait for a distraction. There are a lot of places to post up and protect your hardpoint on this map, but be sure to always keep some moving ground beneath you if you don't want to be taken out very easily.

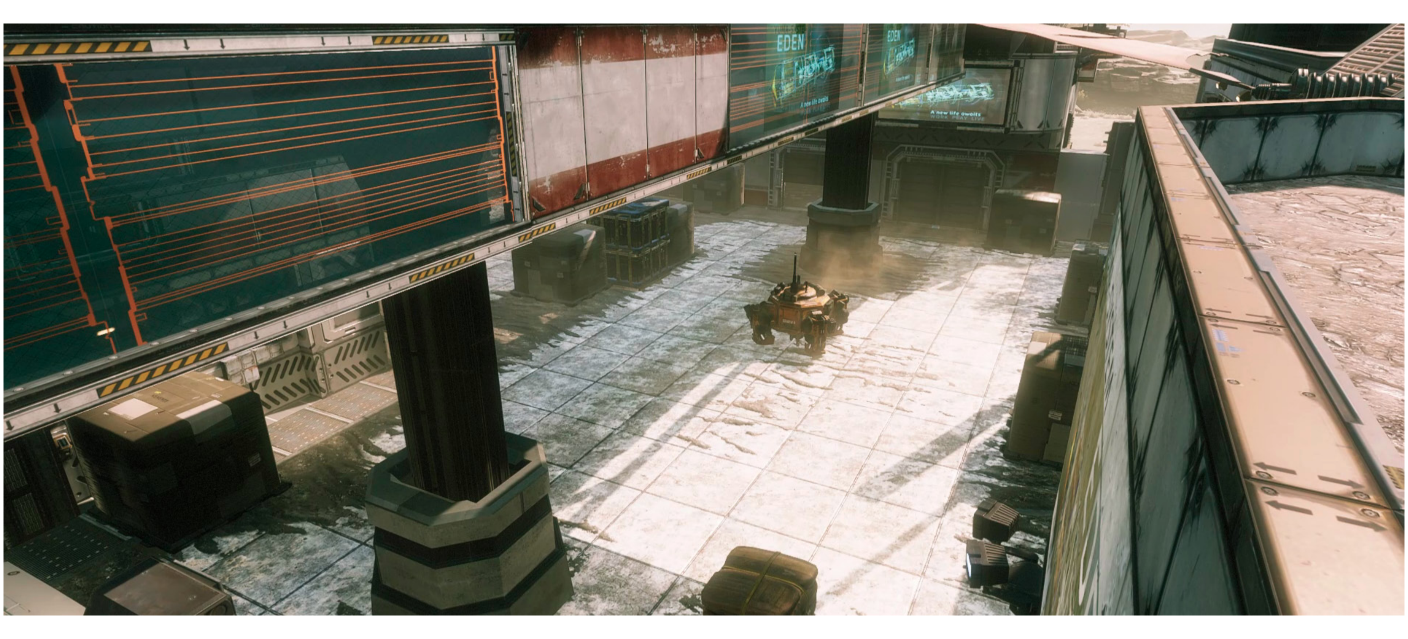
In the Main Courtyard is the B hardpoint, and the best places to protect this location are the two adjacent buildings. Set up a crossfire with your team to create a dangerous killbox for the enemies attempting to take the hardpoint. However, know that if you are attempting to keep this hardpoint amped, you cannot do so from within the buildings. You must stay in the courtyard to both capture and amp the hardpoint.



The A hardpoint is actually located on the ground floor of the train station, right underneath the train line. There are tons of covered areas at the train station, so you should not have any trouble protecting it as long as the enemy does not spot you as they come in to attack. Because the train station has a wide-open top, you don't want to get spotted or get a kill and stay in the same location because it is quite easy to come in from behind and take you out. There are a few adjacent buildings that are great for using as a vantage point while you're slightly off of the hardpoint. You cannot contest the hardpoint from inside the buildings, but as long as you keep your eye on the HUD, you can quickly tell whether an enemy is on the point or not.

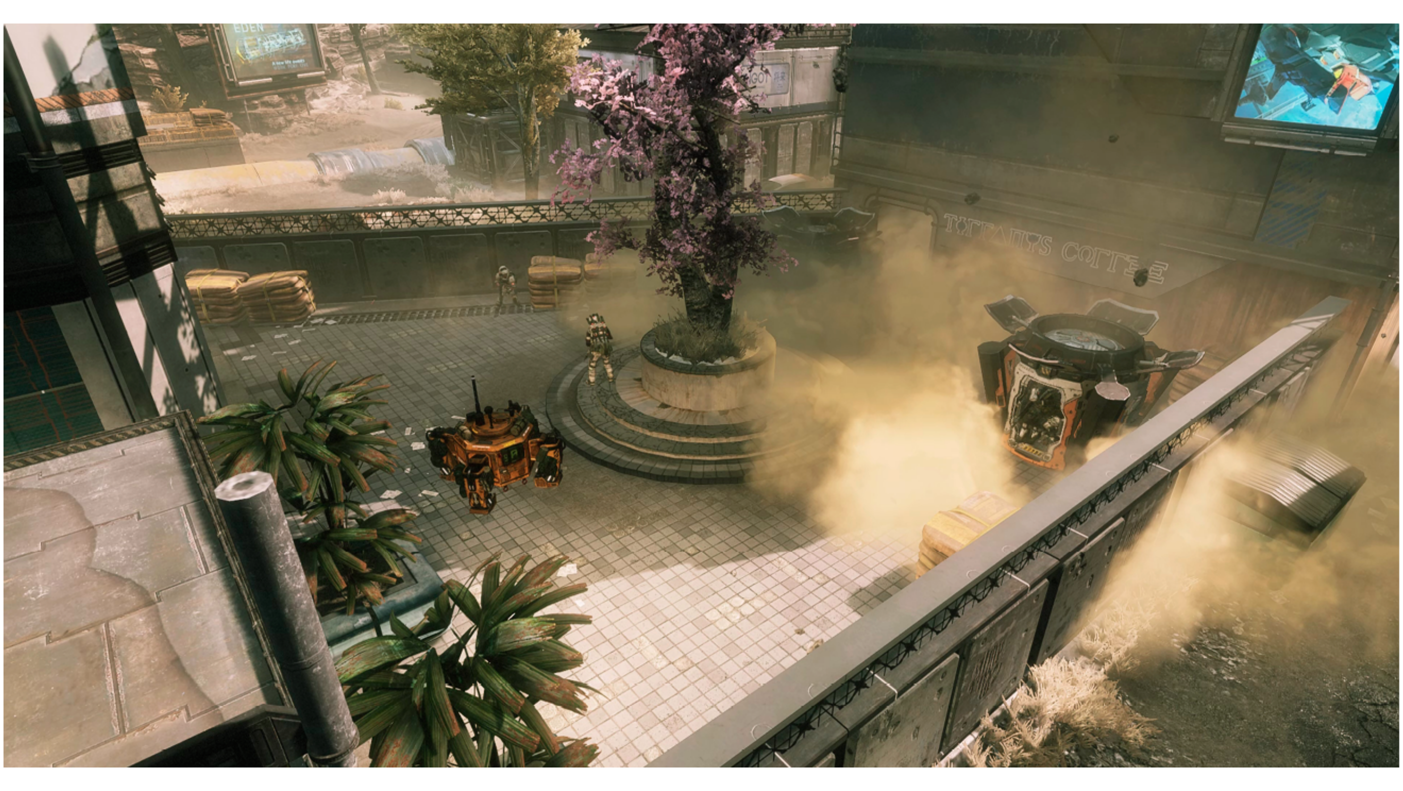


The C hardpoint is obviously on the other end of the map, and it is located in the slums. The major difference here is that the hardpoint is actually indoors, which is not something that is unique to any other objective on this map. The hardpoint is located inside the Ration Center on the bottom floor. Holding this hardpoint from within is one of the best ways to control the location. However, there is plenty of room within the slums' outdoors where you can move around and stay in cover to keep the enemy guessing.

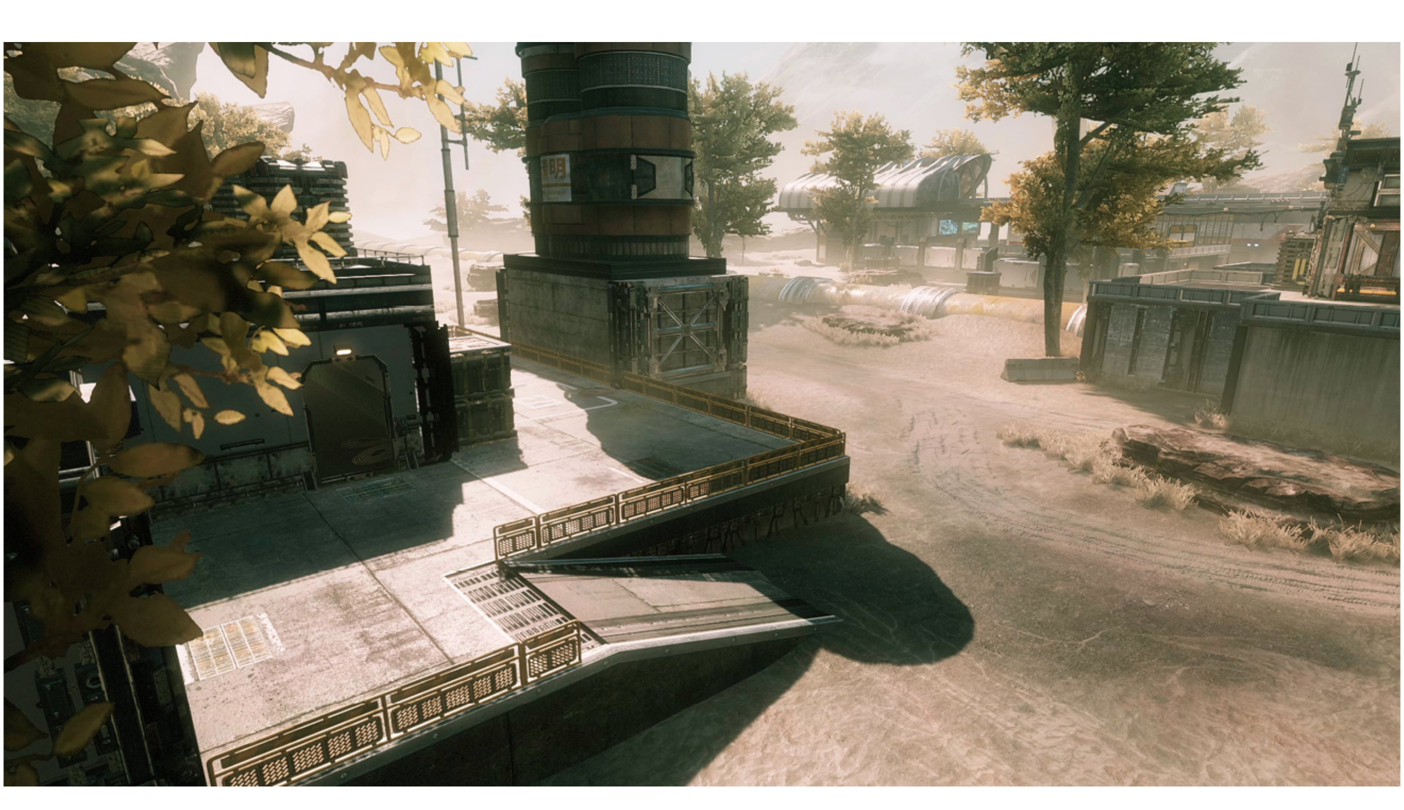


BOUNTY HUNT

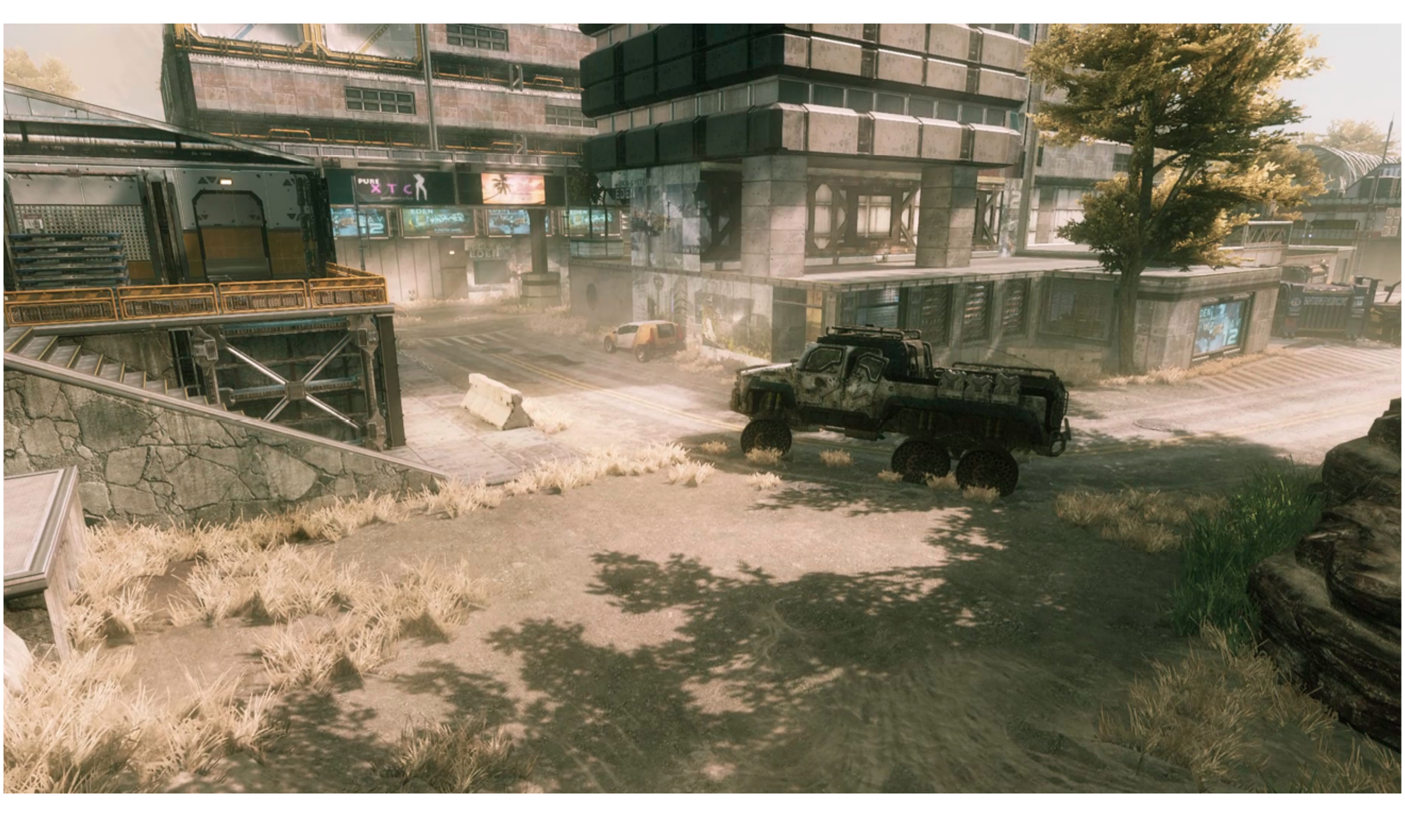
Eden is an extreme case of teaching you how to pay attention to the entire battlefield all at the same time. There are many distractions, and there is a high level of action happening all around the map. If are familiar with the Titanfall series, this map is reminiscent of Angel City, in the sense that you have to keep your eyes both high and low the entire time. Bounty Hunt on Eden is the prime example of how the player who has the best battlefield knowledge will more than likely be the most valuable player.



The first Drop Zone is located in the Main Courtyard, directly in the center of the map. The fastest way to this location is via the train line. However, this is the path that the majority of players will take. The slower but safer route is along one of the sides, and while also decently quick is the opposite lane on the other side of the courtyard. If you are the team's sniper, you can post up on the train line and prevent players from getting the jump on the bounties, but know that this is risky.

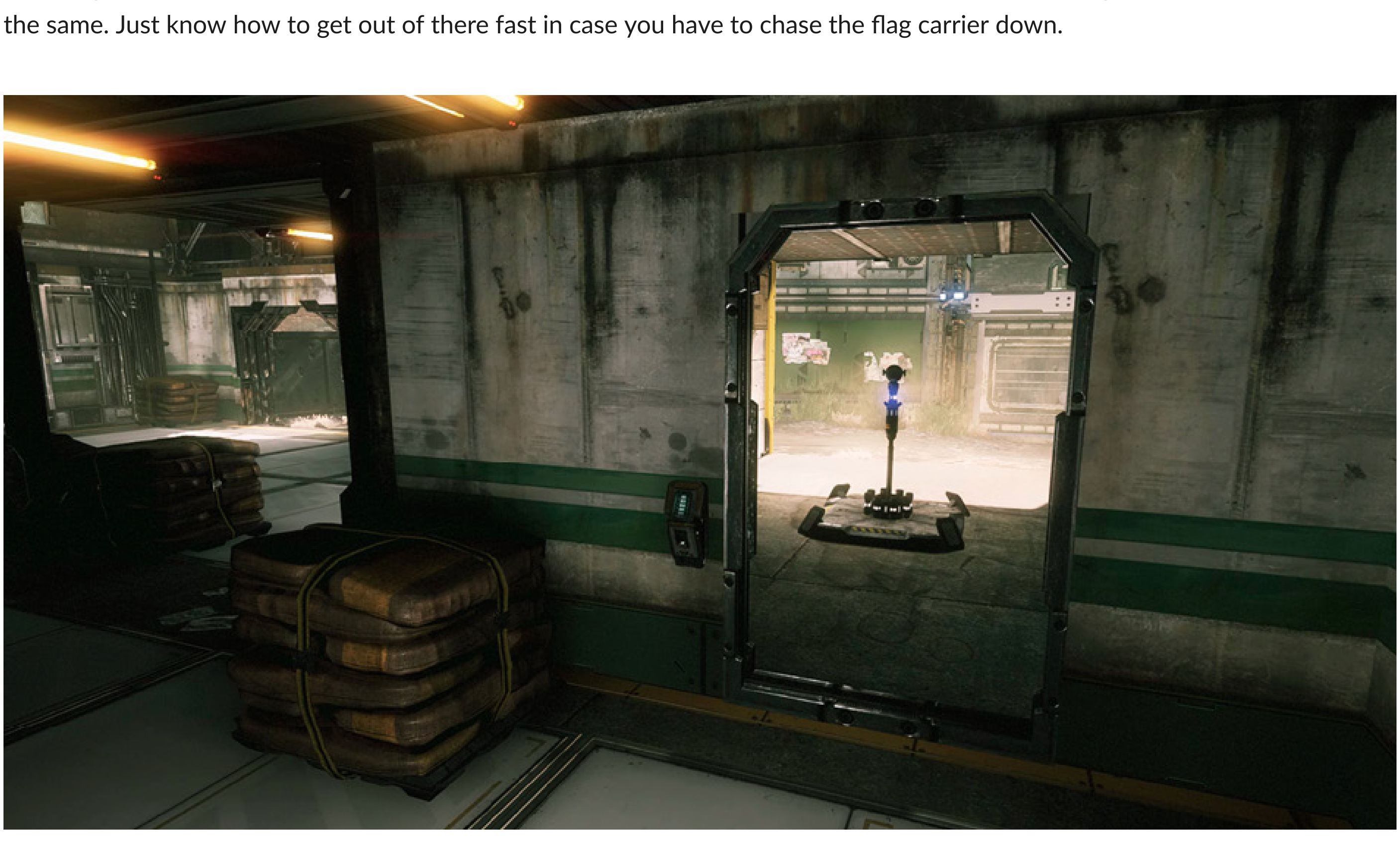


The next two locations are in front of the Water Maintenance building in the open area. The minions that drop here tend to use the Offsite Reserve as a cover point for them, which is why taking control of the Water Maintenance building early is a great goal to aim for. The other is in front of the Thumper Office, and depending on which side your team is spawning on, this might be the more difficult Drop Zone to control. Obviously, each Drop Zone is meant to be in favor of one side and vice versa for the other, but being able to take control of your opponent's favored Drop Zone can give you a huge advantage on the map. To do this for the second location is to take over the train line and the excavation site where the large Thumper is working. If you have to, use the indoor hallways as cover, as long as you remember to not stay there too long as it is easy to trap players inside.

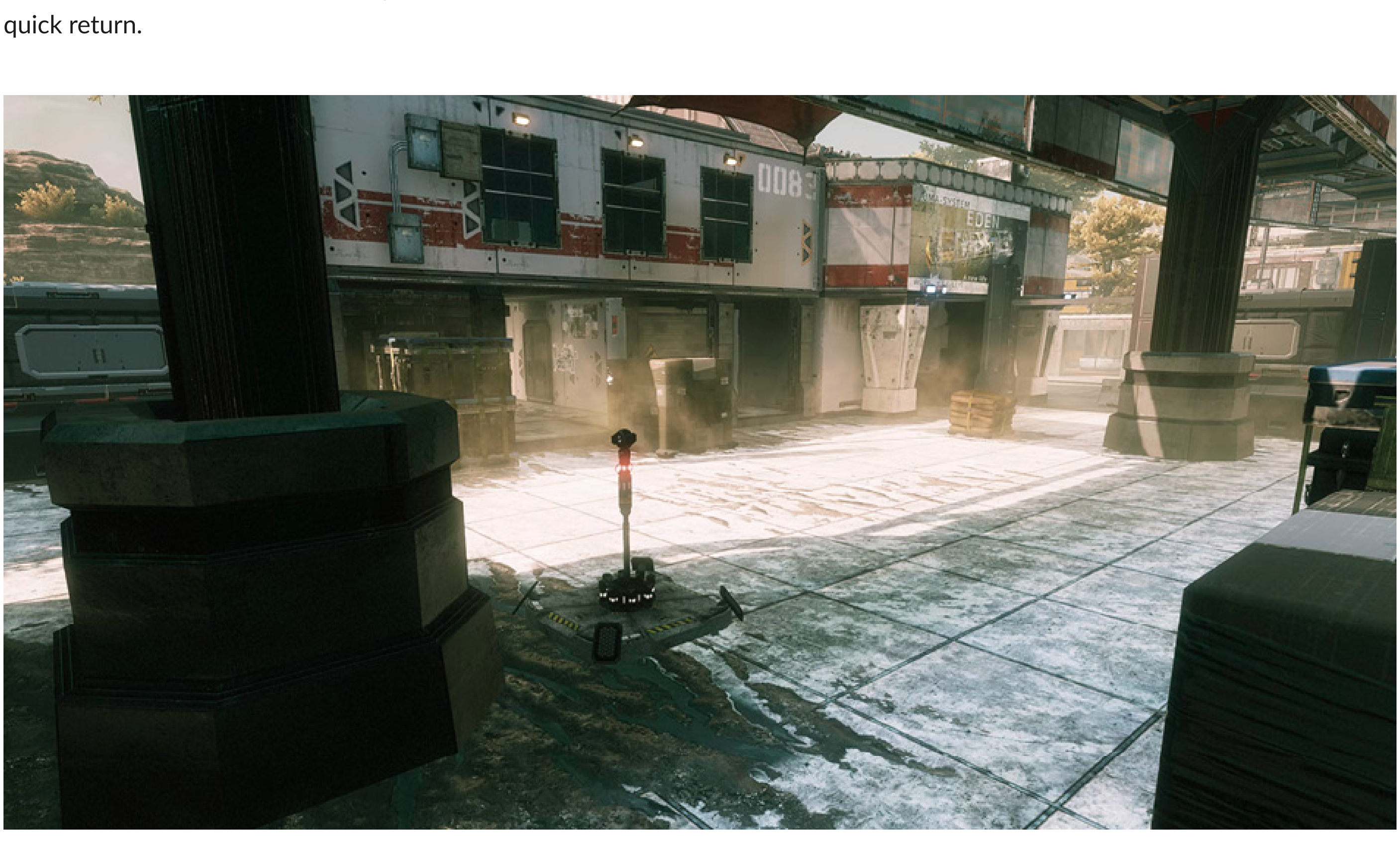


CAPTURE THE FLAG

Each flag on Eden is in the same location as two of the hardpoints from Amped Hardpoint. Defending these locations is exactly the same. Just know how to get out of there fast in case you have to chase the flag carrier down.



When running the flag from the slums back to the train station, the fastest route is down the west side of the map and in between the large buildings. If you choose to take the safe route, be sure to cut through the coffee shop connected to the Main Courtyard. When you get to the coffee shop, you must be quick if you wish to not be met with an ambush on the way out. If the middle lanes of the map are way too hot for you to even get close, try running through Pump Control, which is the western-most building right in front of the slums. This will be a much slower route, but you will be able to use the windows in the building to scope what's coming up next and coordinate with your team. Your team should be blockading the center while fighting for control of the Water Maintenance building if you wish to make the safest return with the flag. Use the sloped roof on the Water Maintenance building to slide and keep your momentum up while you launch yourself into the train station for a quick return.



The flag located in the train station requires quick thinking right away. You must choose which side of the train rail to wallrun on as your best cover. More than likely your biggest threat is in the center of the map, but remember where the enemy spawns and know that there will be players attempting to take the long route along the east side in order to get to your flag undetected. Scope this out before running and use this knowledge to ride the train rail on the safest side. You can take the train rail and the building that lines it all the way to the billboard that says "Yuma-System Eden" near your spawn and use it to make your hard right turn toward your base. As long as your team is there to protect you from whatever is coming across the west lane to cut you off, you can make it home in one piece. However, if your team is busy elsewhere you might need to take cover behind the barrier walls just so you are not taken out with a single Kraber round to your chest.

PILOTS VS. PILOTS

When considering the recommended Pilot loadouts for this map, expect a very strategic movement pattern from your enemies, which you will have to match if you choose to stay alive for an extended period. The Rough Recon Loadout is an extremely useful loadout for Pilots vs. Pilots on Eden because it allows you to stay away from the action while also allowing you to take part in it from a major distance and keep your effective rate. You will need to switch out the secondary weapon for something that will serve you better in close-quarters combat, but for the most part your goal is to hover the main firefights, not get in the middle of them. Remember, Pilots vs. Pilots is a game of getting the most kills, but it is also a game of not giving up more kills than you deal. Pick your shots carefully and try not to give away your position prematurely, as they will retreat and call you out.

If you are a run and gunner, this map does provide paths that will give you cover as you get from each end of the map without being sniped from a distance that your weapon cannot reach. However, you will have to use lateral cover more than top cover. The train rail can provide you top cover from snipers that are using the train rail as a sniper's nest, but for optimal concealment, you should ride the sides of it and pop up when you're in effective range to take the enemy out. Pick your fights inside buildings and around the premises of buildings because if you are able to stay mobile and agile, you will make an extremely difficult target for any sniper as you chase your enemy down and outmaneuver them. Controlling key areas as a team is extremely useful here because if you can protect a sniper or block of a section of the map, you will force the enemy to come to you while your long-range teammates take out the incoming forces.

LAST TITAN STANDING

Speed and range is the name of the game when playing Last Titan Standing on Eden. There are many directions to dash and run on Eden, which means equipping a Titan loadout that can do heavy damage without you having to chase the enemy down. Obviously, Atlas and Stryder class chassis are an ideal choice for these conditions, but Legion is a great Titan for this map. Legion has two modes that make it perfect for both short range and long range. Use Legion to hold down a single lane for some time while Northstar gets the right angle to wreak havoc on the enemy. Remember to communicate with your team and pair Titans for optimal combinations. On Eden, Tone and Northstar are a great combination because of the Particle Wall, benefitting multiple friendly Titans at once. Considering the fact that Northstar can be doomed fairly quickly with a few shots, keeping Northstar up as long as possible is key, especially when there should only be one or two on your team per round. Another great combination is Legion and Ion. Think of Legion and Ion as a two-soldier army because while Legion's Gun Shield is activated, the two Titans can push through a wall of arms fire while Ion follows and takes down the enemies too focused on taking down the front Titan.

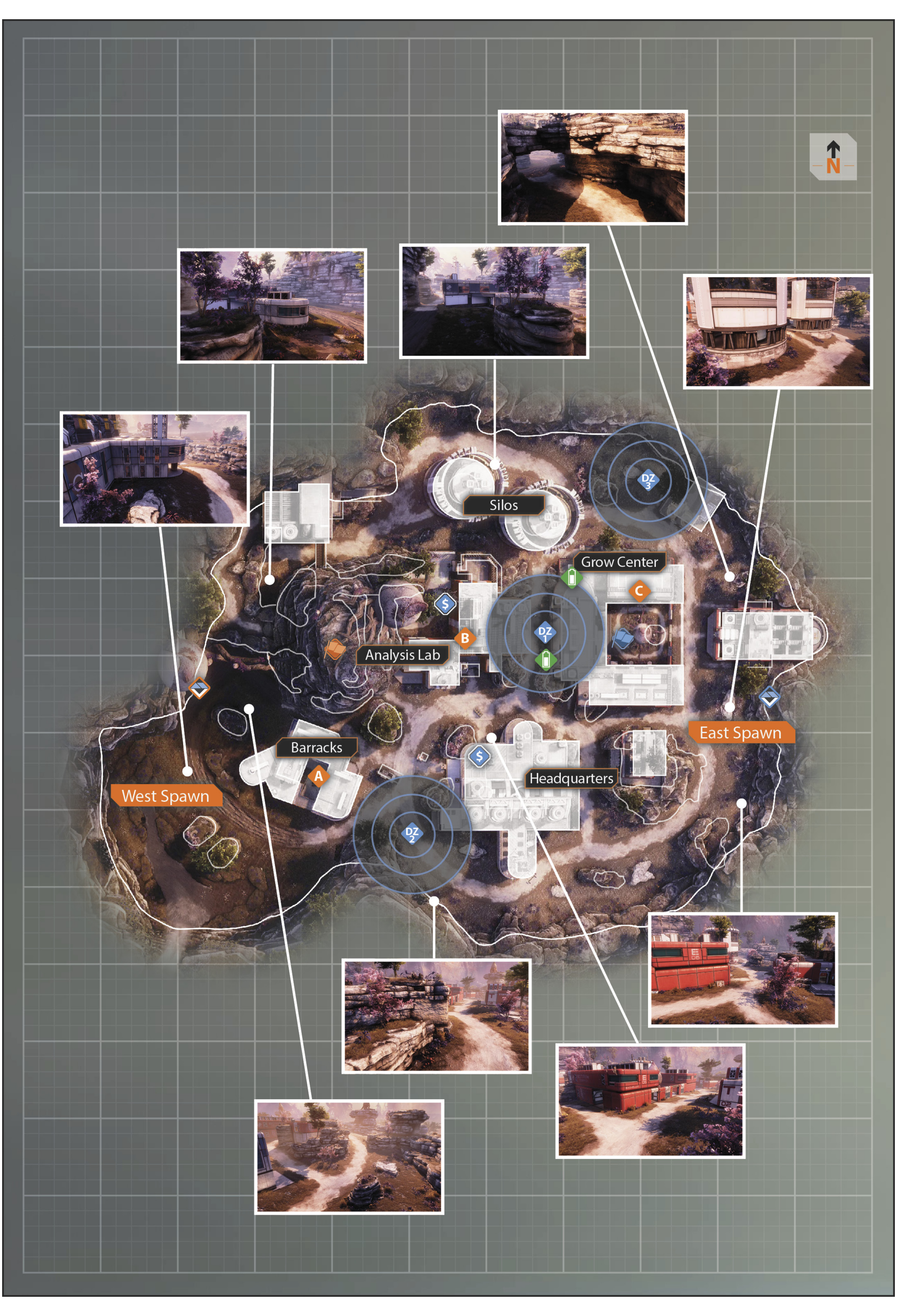
ATTRITION

Eden is another wide-open map that allows for a great range of movement, which means use something that will allow more dynamic movement. This doesn't mean you necessarily want something that is fast, but if you see a Titan, you want something that will be able to bring you back out of the action. Use the all three lanes to push the enemy back into their spawns. Snipers can be very effective down the long lanes, so be careful and be ready to back off in a long-range firefight if you are not prepared. This goes the same for AI as well; snipe bots down the lanes but rush the ones in the middle because they will hide pretty well.

TITANFALL 2

Exoplanet

Overview



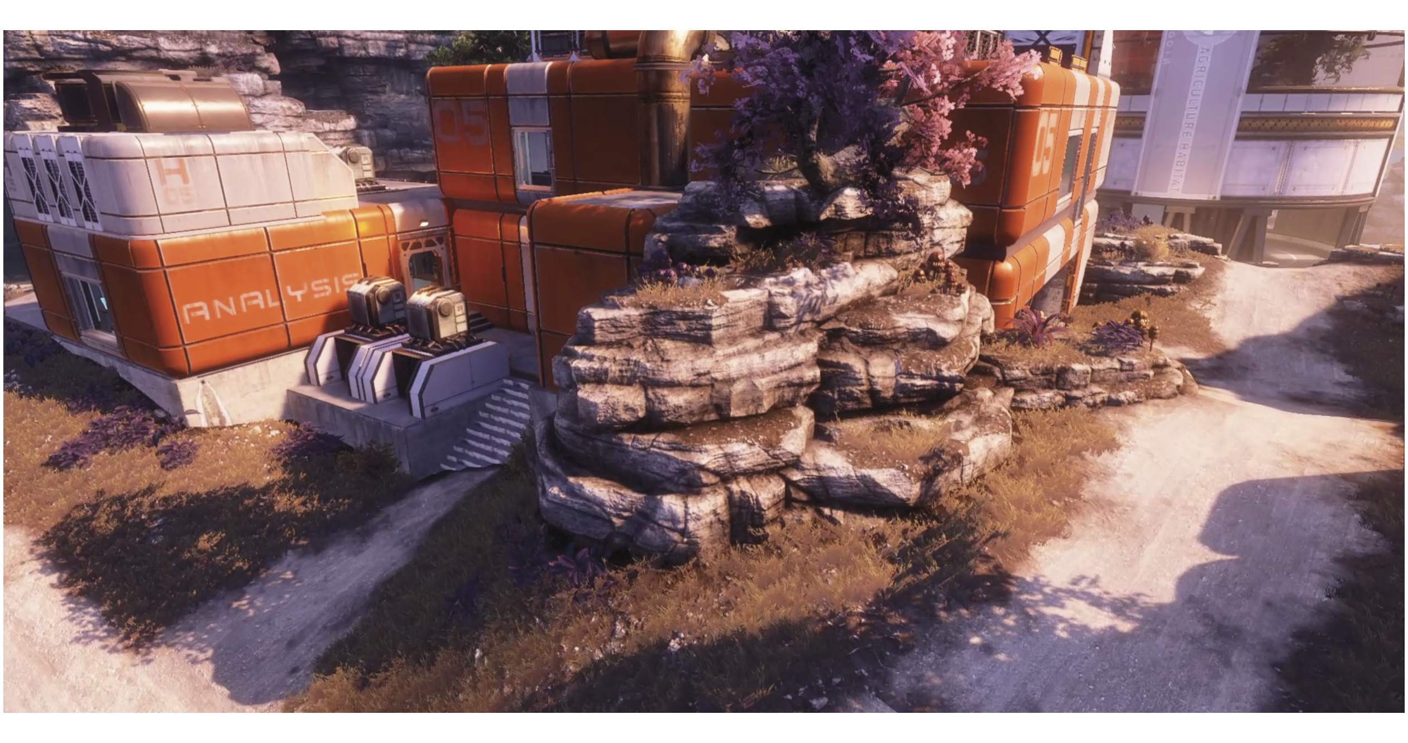
LEGEND	
🟩	Last Titan Standing
A	Hard Point
BOUNTY HUNT	
DZ 1	Drop Zone
$	Bank
CAPTURE THE FLAG	
🟦	Blue Team Flag
🟧	Orange Team Flag

This remote world on the outskirts of the Badlands System is home to one of many research stations specializing in experimental agriculture on the Frontier. Operated by the privately owned Grow Foundation, but subject to IMC regulations, these stations work independently with only one contractual obligation: they must share their findings with the IMC. The Grow Foundation seeks to explore the Frontier and discover all that it has to offer.

Exoplanet is full of wide-open spaces. Snipers should have no problem finding locations from which to attack. Pilots can stick to the ground and move from building to building to avoid enemy sniper fire. Titans have three main paths with multiple tight choke points, which play to their natural combat strengths. Sweeping behind enemy forces in this wide, sprawling complex can give your team an excellent upper hand in Titan combat.

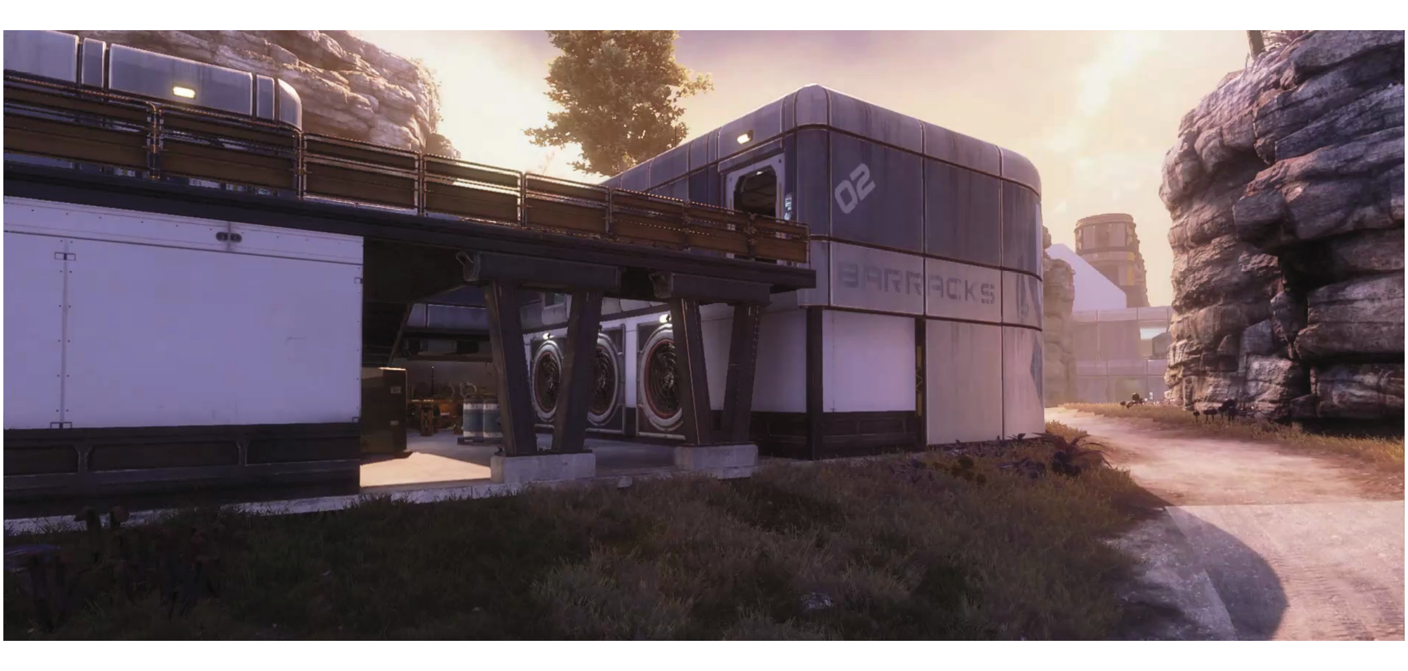
ANALYSIS LAB

The Analysis Lab is a two-story lab directly in the center of the map that has a slightly complicated layout. There are many corners to this building and can be considered its own complex. There are several entrances into the second floor of the Analysis Lab, which makes for a dangerous floor on which to spend any extended amount of time. There is another wing of the lab that is connected—but effectively during combat a different building—which serves as great defensive zone that is off of any objective that might appear here.



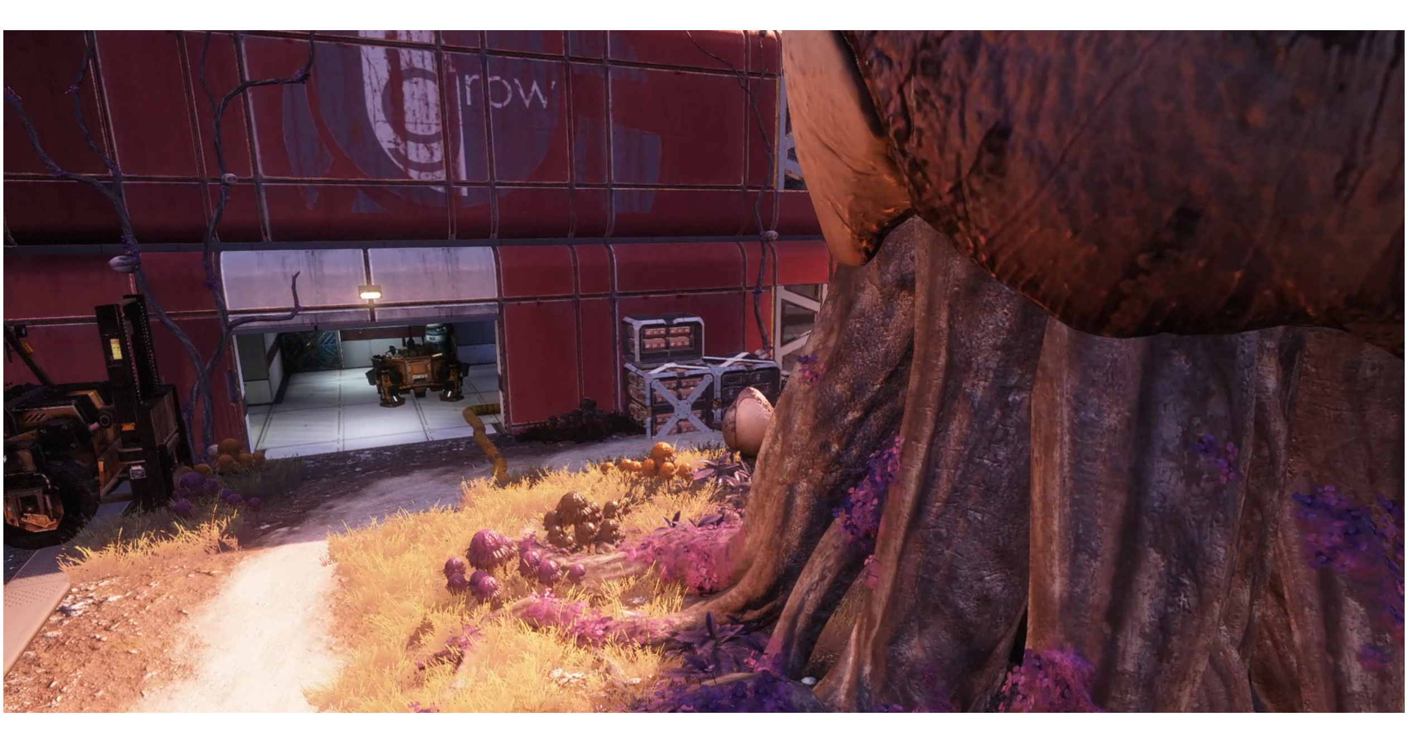
BARRACKS

The barracks are set up near the one of the spawn areas and are quite symmetrical, which makes for a building that is highly maneuverable. Use the open center to stay on the move without traveling out of the major area of operation. One way to defend this location is to stay mobile in the center, but another way is to circle the barracks from the inside. Because of its longer cooridors, it isn't easy to ping you while you're on the move, and you can keep the enemy guessing as to where you might pop out from. There aren't many places to sit and wait for your opponent to make it easy for you by running in front of your crosshairs. Most of the locations in the barracks are either open and leave you vulnerable, or there isn't a direct line of sight to any major sector. The roof is a great vantage point for a sniper to perch, but it is rather flat, and if you're spotted you need to evacuate as quickly as possible.



GROW CENTER

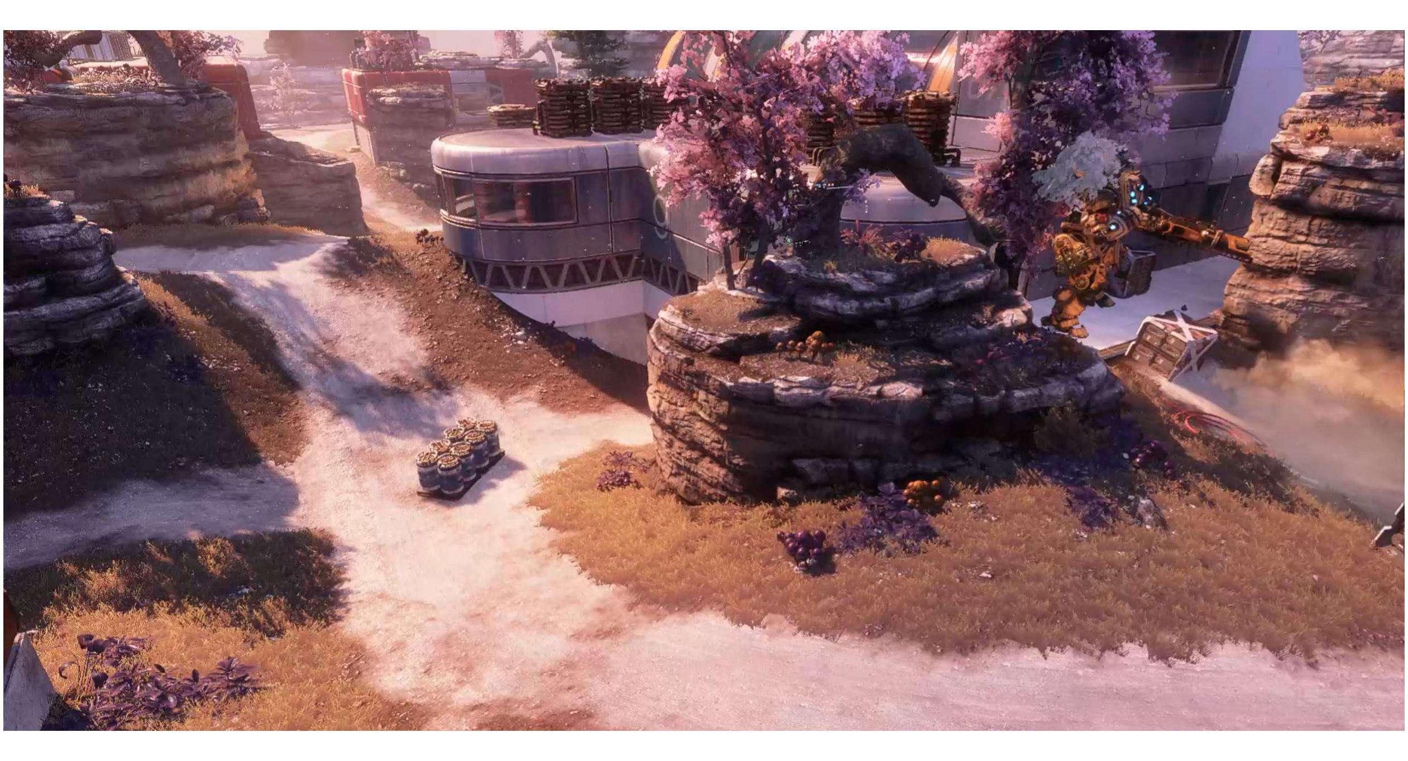
The Grow Center has some nice perks that can be used by all types of players. The actual Grow Center is in the shape of a U, and the bottom of the U is facing the center of the map, so think of the building as one giant bunker. Use the multiple levels to keep the enemy guessing and the roof as a great vantage point for most of the map. The roof has quite a bit of cover, which makes for one of the best sniper areas on Exoplanet.



There are many havens for a sniper on Exoplanet which makes this map a unique one, but controlling the Grow Center gives you an advantage over these havens. Being able to see most angles from the center, you are able to take out any sniper firing upon your position. However, you can easily be surrounded, which means you need to keep your wits about you when on the roof.

HEADQUARTERS

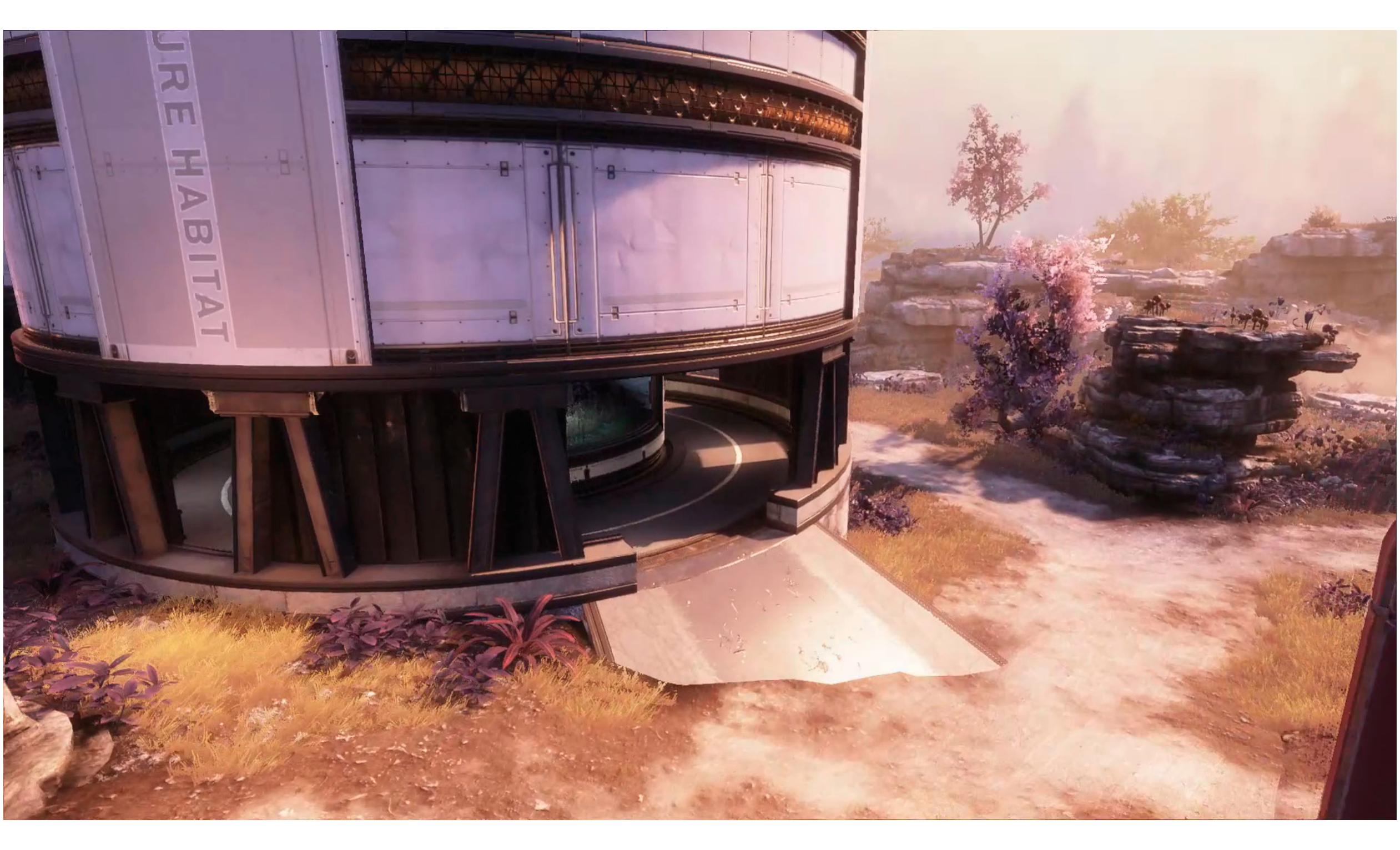
The Headquarters is the third point of the center triangle on Exoplanet. Taking this building over is intuitive to your success on Exoplanet because it is connected to two major objectives and has a backing on the roof for your coverage of said objectives. The backing of the second story can help a sniper stay concealed. However, once the enemy knows your whereabouts, it is easy to surprise and flank you. Sniping from here is effective. However, it is extremely difficult to defend the adjacent objectives with a long-ranged weapon, which means using this building to snipe enemy Pilots should really depend on the situation and game mode.



There is a large opening to the south of the Headquarters building, and Titans will use this more than Pilots, so coming out of the main entrance of the building could be very dangerous. Another reason this location is so dangerous is that it is right in the center and does not lean toward either spawn. At virtually all times it will be contested. However, if your team is able to gain full control of it, you will have a large advantage on the battlefield.

SILOS

The silos on Exoplanet are key forms of cover for Titans, primarily, but it is easy to lose an enemy on your tail as a Pilot in this location. To a Titan, these silos are like pillars you can use as firing positions while not being fully exposed to the Titan firing back. Quickly pop in and out of cover or dash behind it if a large rain of fire and rockets are coming straight for you. Stay close to these silos at all times because, even if there is another Titan in your immediate viscinity, it is best to have something to dash behind. For Ogre chassis, this might be a great location to have Turbo Engine equipped, which gives you a dash where in most cases you won't have one.



As a Pilot, this is also a great location to gain speed before launching into or onto one of the buildings adjacent to the silos. Jumping off onto the silos instead of crossing the gap between the two buildings is a lot safer because you are not right out in the open and you would only be moving as fast as your normal sprint speed. The silos also provide cover for occasions of having a pesky sniper locked onto you, thus not giving him or her an easy shot. Use the silos wisely and frequently, they can keep you safe in almost every situation.

RECOMMENDED PILOT LOADOUTS

Rough Recon v2.0

Rough Recon is a strong loadout that requires a skilled player because this is a very specialized combination. Holo Pilot takes some time to restore its use, but that is not a problem, as you should only need it when you're in danger. The combination of Holo Pilot and Kill Report should allow you to have a good survey of the where the action is and roughly where the enemies might be coming from, but in case there aren't any reports coming in, you can be ready to launch your Holo Pilot and buy some time for you to get away. Both your primary weapon and your secondary weapon are meant for you to keep your distance, so don't be afraid to flee when things are getting too hot and you need to get out of the kitchen. The difference between this version and its previous version is the weaponry. For certain maps, there is no need for the extremely powerful Kraber. Because of the Kraber's fire rate, being able to get off a second shot before your enemy finds cover or even charges after you is crucial, especially because the distance that your opponent needs to close is smaller.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Holo Pilot	Create a holographic copy of yourself mimicking your actions when activated.
	Ordnance: Electric Smoke Grenade	Carpets an area with electric smoke.
	Primary Weapon: Longbow-DMR	Semi-auto sniper.
	Secondary Weapon: Thunderbolt	Fires a powerful ball of electricity.
	Kit 1: Fast Regen	Health regeneration begins sooner.
	Kit 2: Kill Report	Enemy death locations marked by skulls on the HUD.

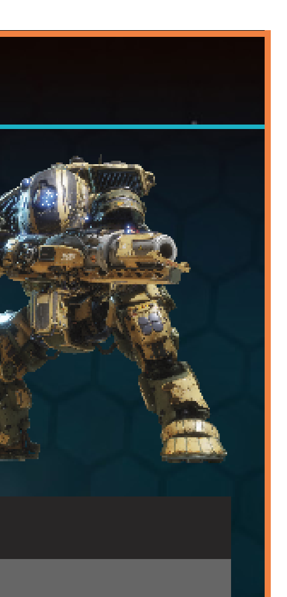
Hyper-Flight Hero

This loadout is ideal for moving from point-to-point quickly without making an easy target. What makes that extremely important for a map like this one because even though there is a large amount of cover, moving from one to the other is extremely dangerous. Since this is an ideal loadout for getting from point-to-point, like cover to cover, it makes the Hyper-Flight Hero the loadout for the ultimate point-to-point game mode: Capture the Flag. The Hyper-Flight Hero is great for avoiding sniper fire as well as making it harder for a Titan to track your movement. Stay on the move and make your killer have to work for your death, or kill them before they even have a chance.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Stim	Quickly heals and boosts your speed for a short time.
	Ordnance: Arc Grenade	Stuns Pilots and blinds Titans.
	Primary Weapon: CAR	Consistent recoil SMG.
	Secondary Weapon: SA-3 Mozambique	Controlled spread triple barrel shotgun pistol.
	Kit 1: Fast Regen	Health regeneration begins sooner.
	Kit 2: Low Profile	No jump jet trails and silent Titan rodeo climbing.

RECOMMENDED TITANS

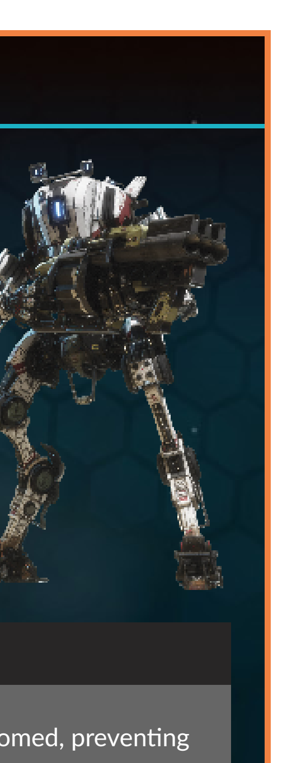
Scorch



Scorch is a great option for this map because it can own the center crossroads with the Incendiary Trap, in combination with the Wildfire Launcher, can slightly spread out the damage just enough to block three different routes at once. Not only is this Titan loadout a great pick to stop any advancing Titans down the middle, but the damage from your Thermite Launcher can also drive them backward, thus further controlling the battleground.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Nuclear Ejection	Ejecting while doomed causes your Titan to detonate its core, causing nearby enemies massive damage.
	Scorch Kit: Wildfire Launcher	Increased thermite from the T-203 Thermite Launcher.
	Titanfall Kit: Dome-Shield	Protects your Titan after Titanfall.

Ronin



Ronin is an ideal Titan for this map for several reasons. With quick thinking and sharp reflexes, Ronin can own the narrow pathways on this map. Equipping Thunderstorm counteracts some of the disadvantages that Ronin has in some of the more open areas of the map. With two Arc Waves pretty close together, you can inflict more damage as you are attempting to close the gap if the enemy Titan slips away a little. Use Phase Dash in conjunction with Arc Wave and you can close the gap fast, do extra damage, and also stay protected while doing so. Because of Ronin's speed you can move back and forth, fending off enemy Pilots and Titans while avoiding Pilots' Charge Rifle and Thunderbolt fire.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Stealth Auto-Eject	Automatically eject and Cloak when your Titan is doomed, preventing Pilot death.
	Ronin Kit: Thunderstorm	Arc Wave has two charges.
	Titanfall Kit: Warpfall	Faster, warped-in Titanfall.

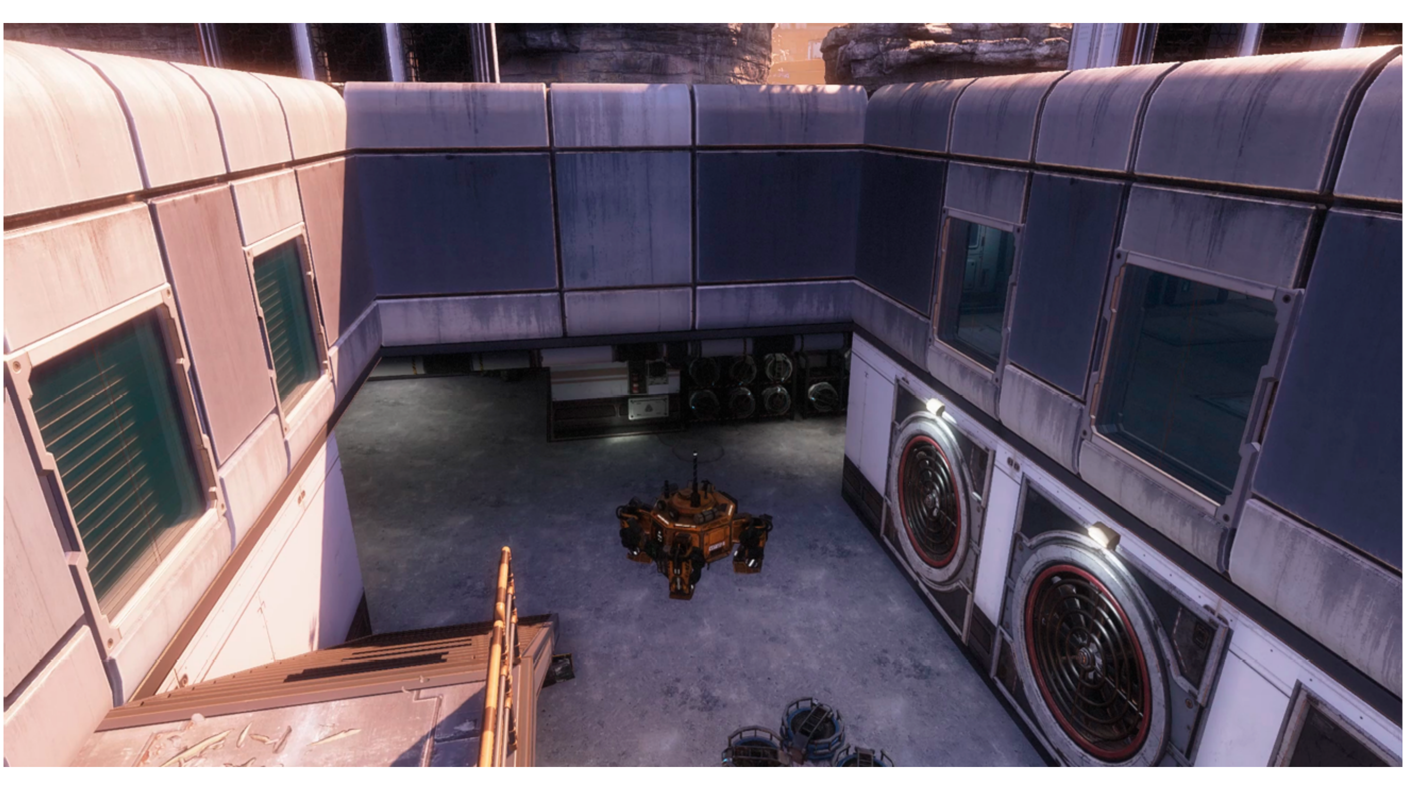
Exoplanet

Game Mode Strategy

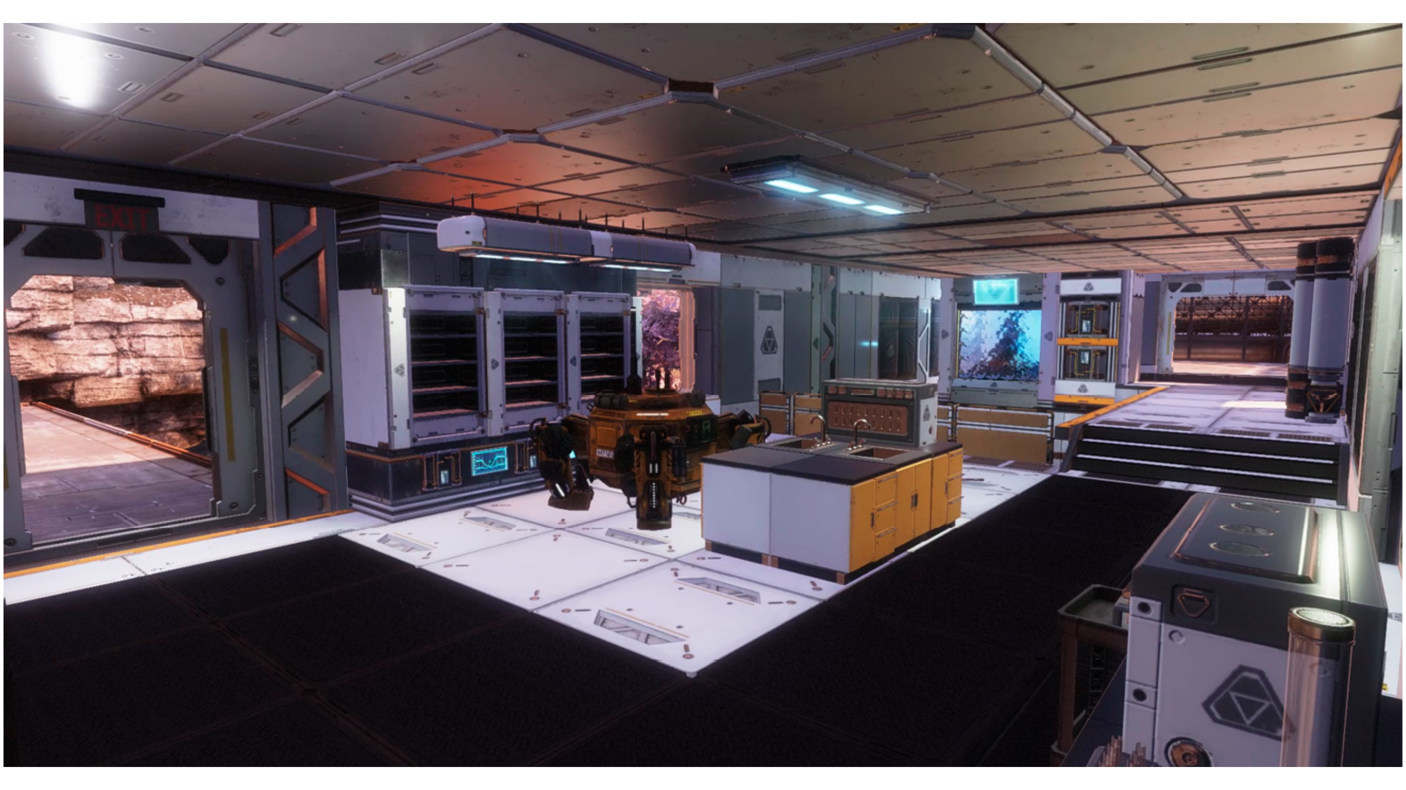
AMPED HARDPOINT

Amped Hardpoint on Exoplanet is unlike your traditional Amped Hardpoint or even just pure Hardpoint from *Titanfall*, simply because of the placement of the hardpoints. There are three hardpoints, and they are all rather close together. Granted, this map is a tiny bit smaller than the average map in *Titanfall 2*, but nonetheless, the hardpoints are not just located at each end of the map. They are much closer the the proximity of the center point. The asymmetrical shape of this map allows for an extreme amount of tactical play.

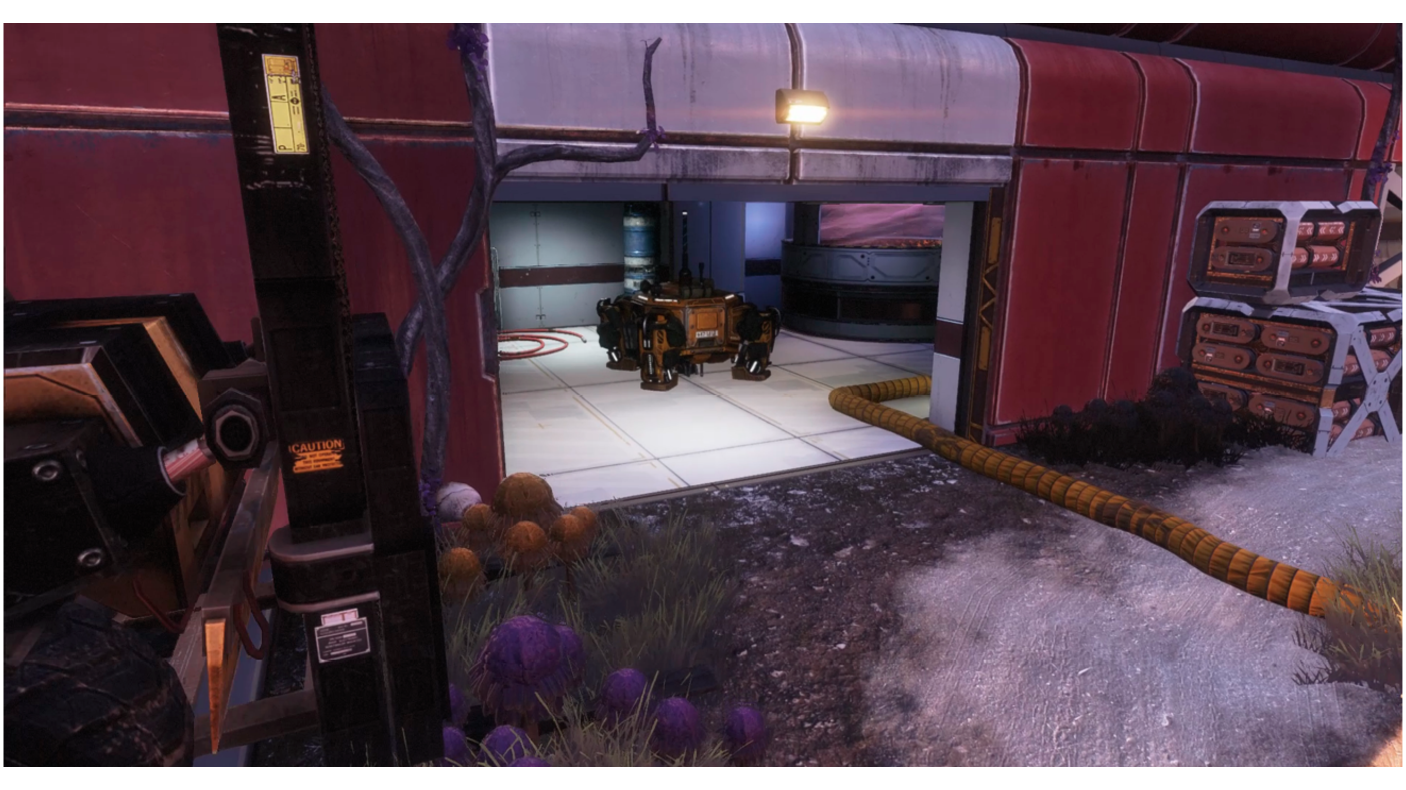
The first point, A, is located at the barracks, and the capture point lies right in the center of the middle opening. Because of the structure, the capturing proximity does not stretch too far from the point, but there are a few nooks and crannies that you can capture from while keeping behind cover. Both defending and capturing this point can and should be done by heading to the roof and clearing the roof of enemies before making your move on the point. An alternate route to the point is through the building and out the west entrance, right beneath the stairs. The risk here is that you may have enemies at eye level, as well as directly above you, so attacking this point with a teammate or two is ideal.



Next, is the Analysis Lab, which houses the B hardpoint. This is by far the most difficult hardpoint to attack because it is indoors and on the second story of the building. Jumping to this location is no problem, but unless you have Low Profile on, you give away your position every time you make your move to this point. If you realize this before you head there and you decide to take the stairs up to the second floor, there will more than likely be a defender waiting for you. The best way to attack this location is to take the adjacent roof that is directly connected to the Analysis Lab and slide in through the second floor entrance or quickly make it through one of the windows, in order to take them by surprise.

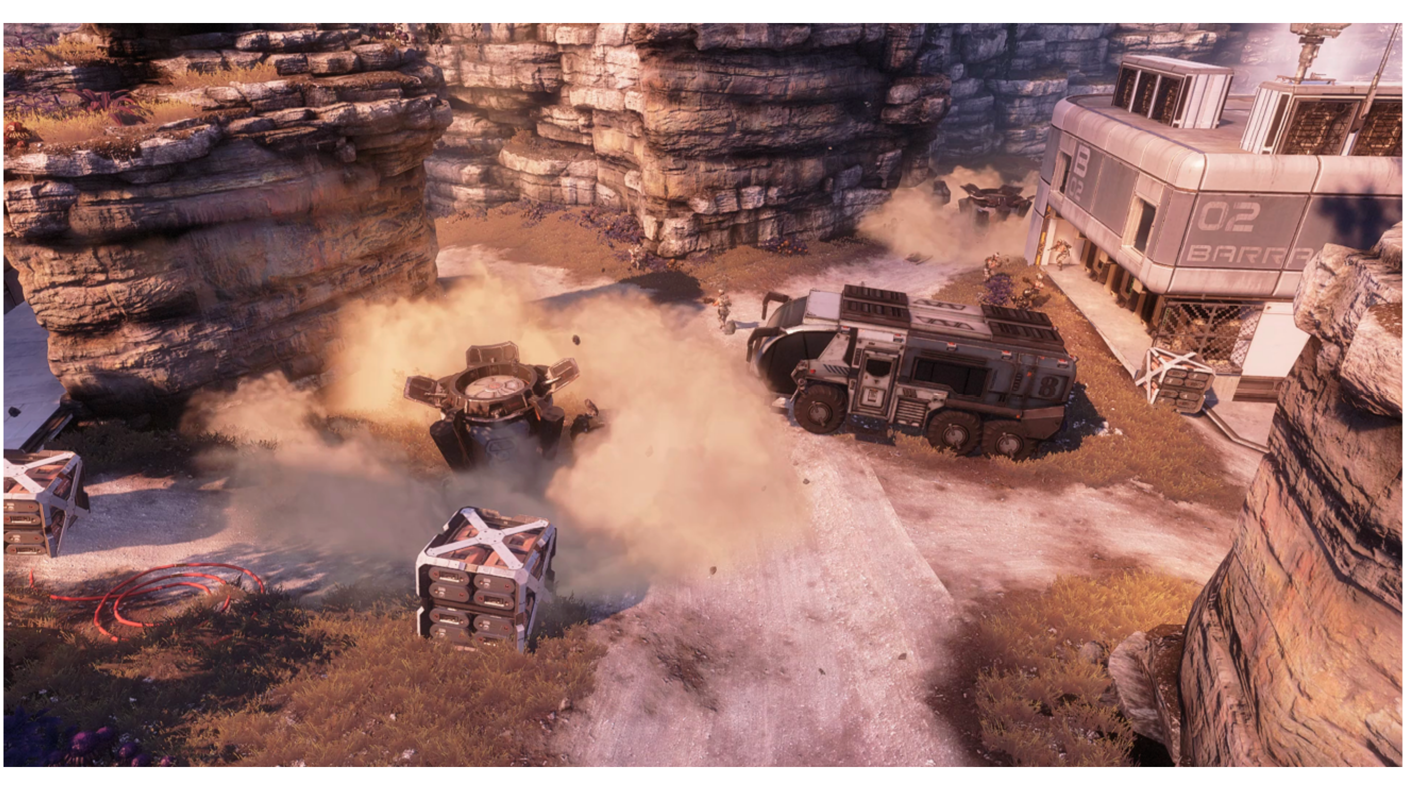


Finally, the C point is located in the Grow Center, and the Grow Center is much easier to attack than defend. It is similar to the Analysis Lab, but the major difference is the hardpoint location, and the fact that it is downstairs right next to a large, open entrance. One way to defend this is to hide right around the corner of the large entrance and attempt to ambush enemies quickly as they come in. However, the best way to defend this hardpoint is to set up counterattacks by defending from the outside and attacking those that move in for the capture.

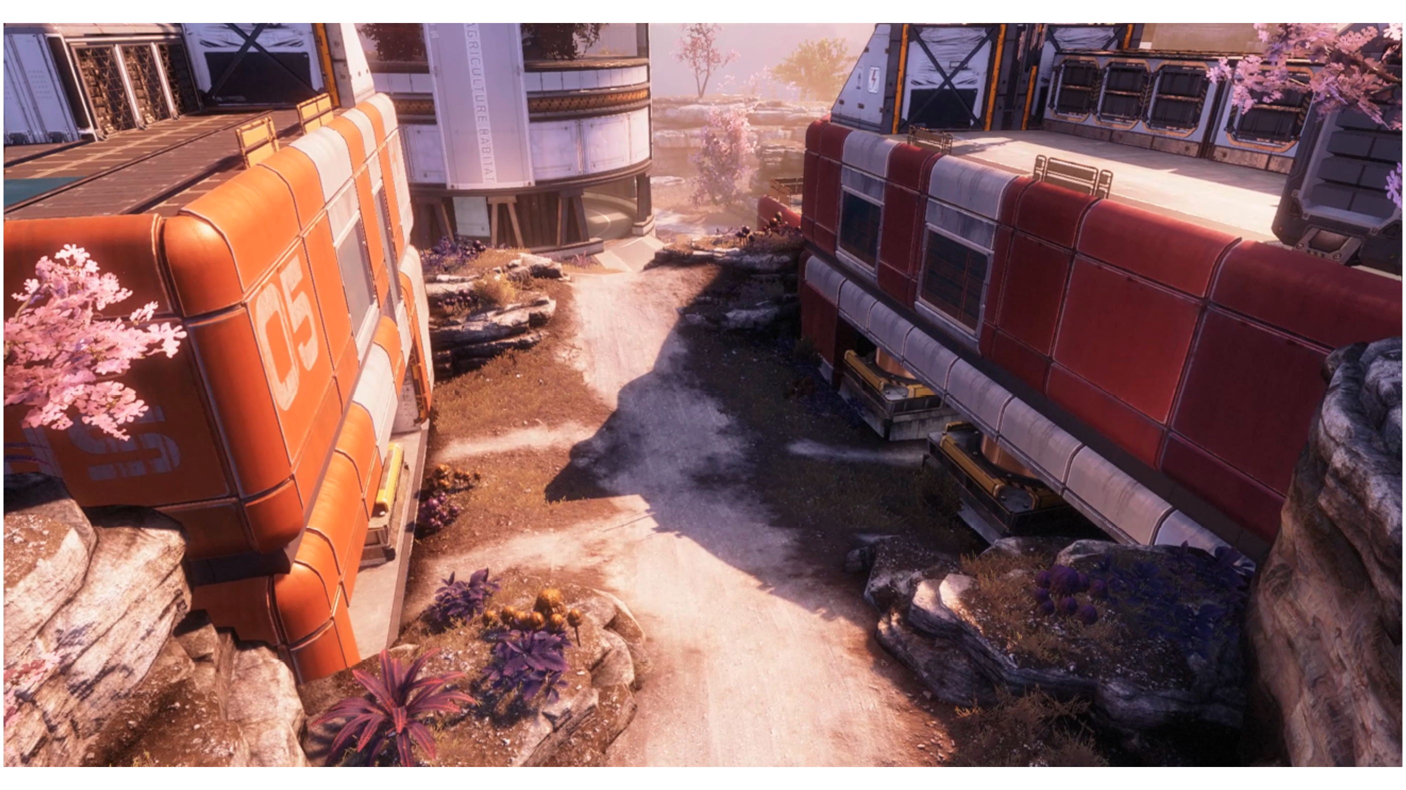


BOUNTY HUNT

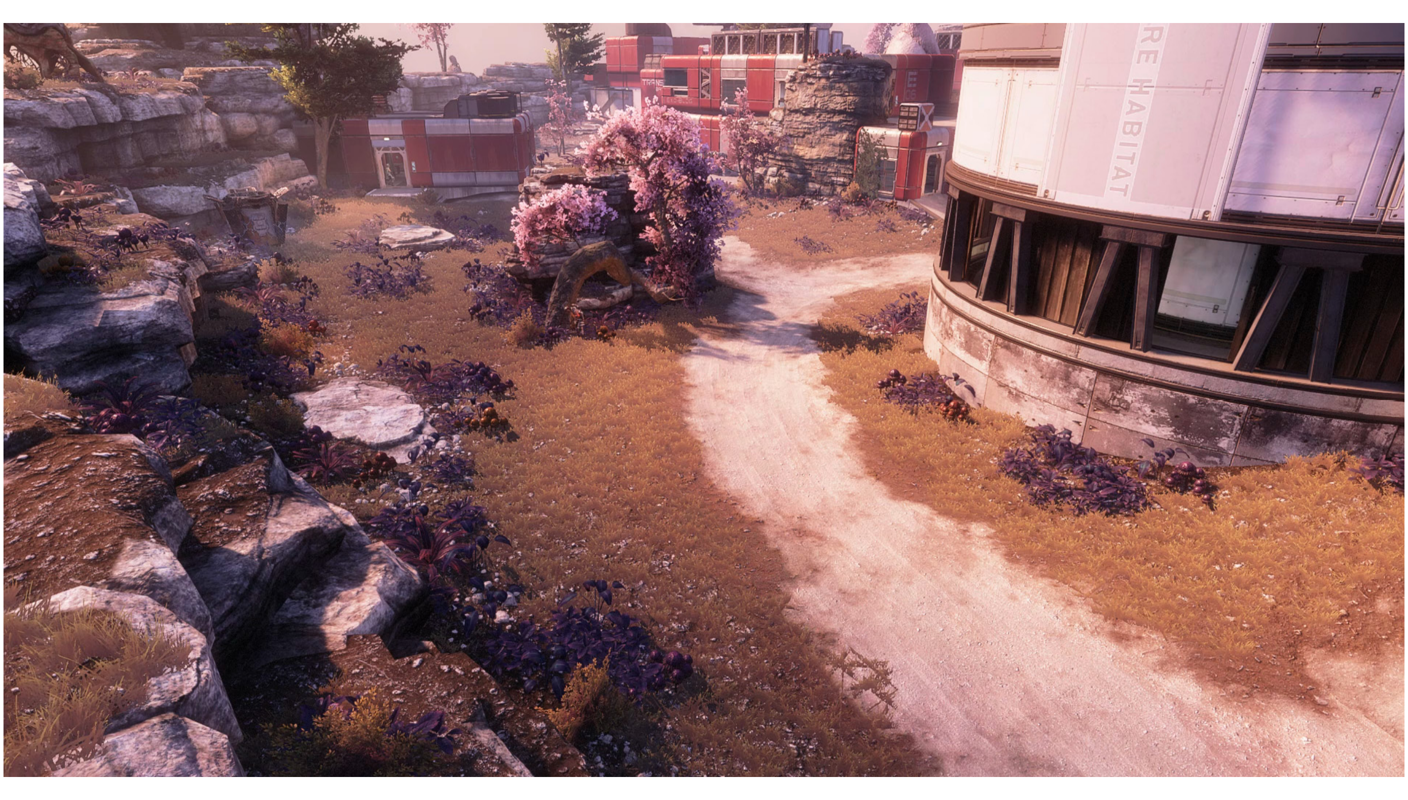
Bounty Hunt on Exoplanet starts off in between the Analysis Lab and the Grow Center. Talk about starting the match off with a bang. Watch out both high and low for both Pilots attacking straightaway and Spectres jumping to the roofs. If you are going to attack from the roof, be sure to have someone watching your back because looking straight down to the target area while standing in plain sight will be sure to get you stricken down. The bounty minions use the building rather frequently for cover, so using Cloak to sneak under the overhang of each building and going on a quick killing spree, or making your way through the building itself, should make your team quite a bit of money right off the first wave. Use the buildings to also make your way to the bank because once the other team notices that you're under the overhang, they will be sure to come after you.



The next Drop Zone is located right next to the silos and is in favor of the east spawn. The spawn has a direct line to this Drop Zone, and players can get there rather quickly. If this is where you spawn from, be 100 percent sure that you have control of the Grow Center before putting your entire focus on collecting bounties. The Grow Center is key to this Drop Zone because it serves as the barrier between the enemy side of the map and the Drop Zone itself. Not to mention it also has a great vantage point over the silos and makes it difficult for the enemy team to come and swipe some of your bounties.

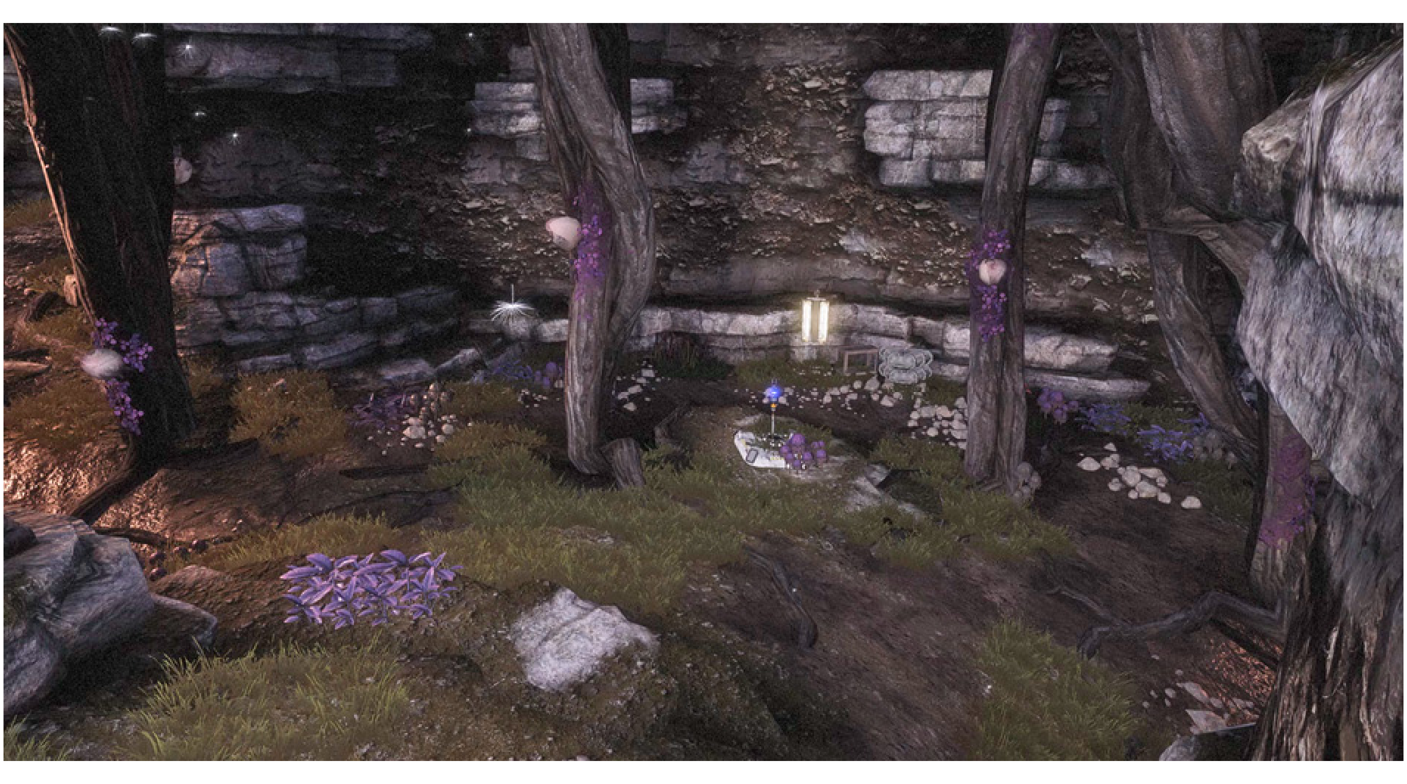


Finally, the third Drop Zone is located on the west side of the Headquarters and lands right next to a large rock pillar. This pillar can become very useful as cover and also be a pain at the same time. Having to move around the pillar in order to kill minions uses up time, and as you know the more time you spend on a Drop Zone, the less time you have to steal the other team's bounties. Take control of the Headquarters roof and send your snipers to take out the enemies propped up on the Grow Center in hopes to make up the time difference by stealing some of their already earned bonus.

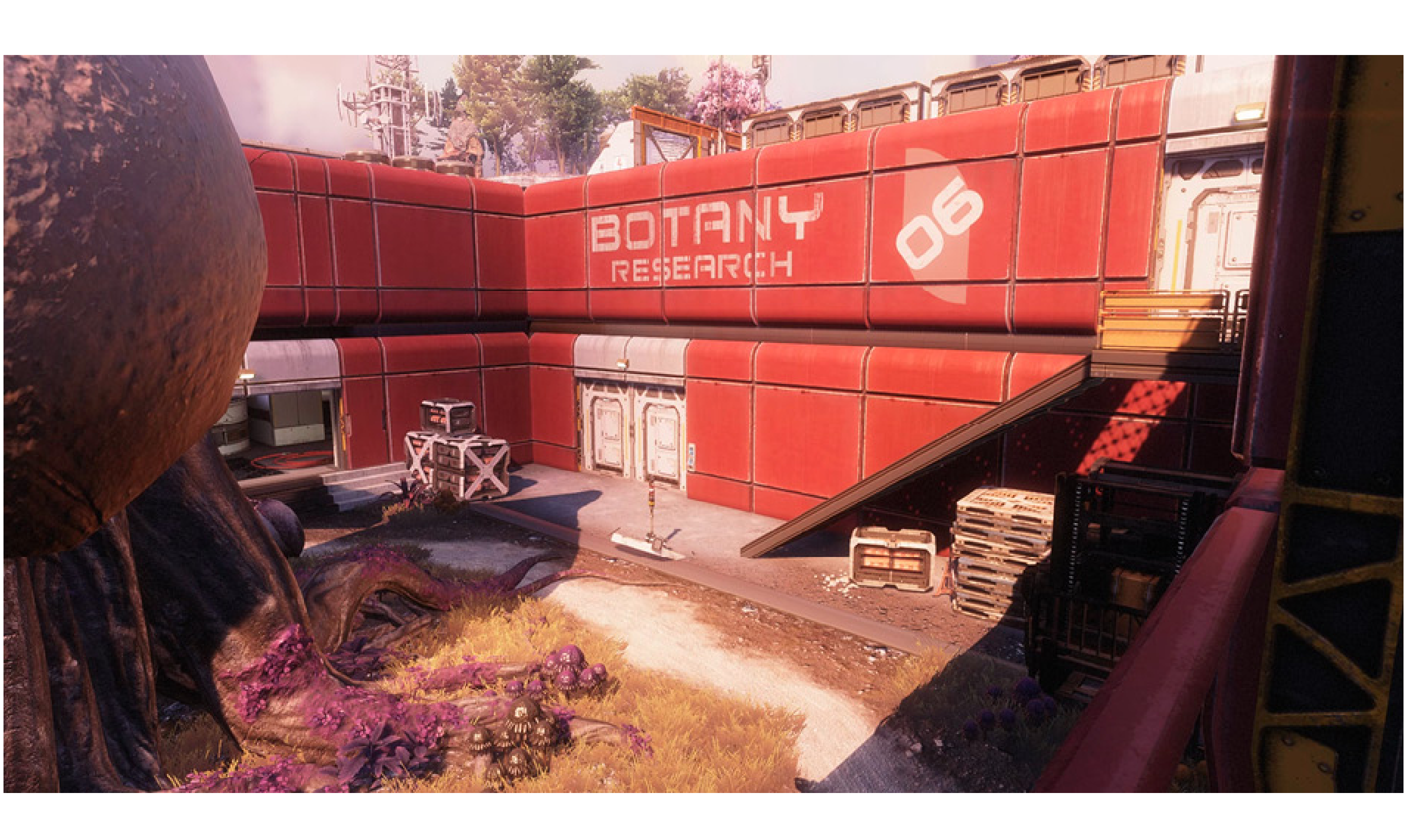


CAPTURE THE FLAG

Capture the Flag on Exoplanet uses a few spots on the map that are extremely interesting, yet often underutilized in other game modes. The west flag is locaded in a large cavern in the mountatin behind the Analysis Lab. The cavern is big and concave with a very round interior, which makes for a great wallrunning spot that can trick close-proximity Pilots. The downside to this flag site is it is a little difficult to defend, due to the enclosed and isolated place. From down the main path, you can see straight into the cavern. However, in order to keep watch on it, you, in turn, are unprotected. Make your way in either direction to take the flag home, but know that the east route is much faster. You may just have to travel across some of the more high action locations.



The opposite flag's location is right in the center of the Grow Center and has a very different situation seeing as it sits outside. Protecting the flag from within the building leaves you with the most protection from incoming Pilots. However, you must watch the path to the flag closely because your field of view is not great. With a blink of the eye, the enemy team can come in and grab your flag before you even notice. Preventing the enemy from even getting to the flag is definitely the best bet for defending this location. Again, the east route is the quicker route, but because of how the spawns are set up, taking the west route will bring you closer to your original spawn, leaving you far more protected.



PILOTS VS. PILOTS

Exoplanet is made for two very different Pilots: the very patient Pilot or the extremely impatient one. Patient Pilots can sit on the roof and wait for targets to cross their path while they take them out from a safe distance. There are plenty of locations and roofs that are designed with this tactic in mind. The trick is finding the right one for your loadout and the one that gives you the best chances at not getting flanked. As always, the positioning of your team and the location of the major action is always what you should be aware of, but with this map that may prove a bit difficult.

On the other hand, the extremely impatient Pilots are the ones who run with Hyper-Flight Hero and take the submachine gun to its limit. With Stim, you become a grey blur in a sniper's scope, leaving almost zero chance for anything but a lucky bullet to take you down. Like all Pilots, you are not invincible here because your biggest weakness are the large open areas that sit on the outskirts of this map. Stim will only take you so far, and it does have to recharge, so if you know generally where you are, and you are near one of these large areas, you might want to save your Stim to get yourself out of a sticky situation.

LAST TITAN STANDING

Exoplanet allows for all styles of play when it comes to Last Titan Standing, but like always playing smart will keep you out of trouble. The center of the map is perfect for Titans such as Tone and Scorch because of their effectiveness in narrow pathways. Being able to stop or severely damage the enemy Titan with Scorch's Incendiary Trap gives you a large advantage against both Atlas chassis Titans. On the other hand, you may need to keep your eye out for Northstar's VTOL Hover and Flight Core because there isn't much you can do against a well-timed barrage of rockets, other than burn a few before they strike you in the face.

Using Ronin is extremely powerful in Last Titan Standing, as long as you have other teammates ready to back you up if you get outnumbered. Ronin is very much an offensive Titan build. Normally, Ronin can take any Titan head-on. However, if you wish to be the ultimate team player, you can by taking Titans already in battle by surprise and securing victory for both you and your engaged teammate. Play each class to their strengths and try not to get baited into an area that your current Titan does not excel in. Most of the time it is okay to play conservatively because you cannot recharge your armor. If the coast is clear, head to the two spots in the middle to pick up a battery and give your Titan an extra chance.

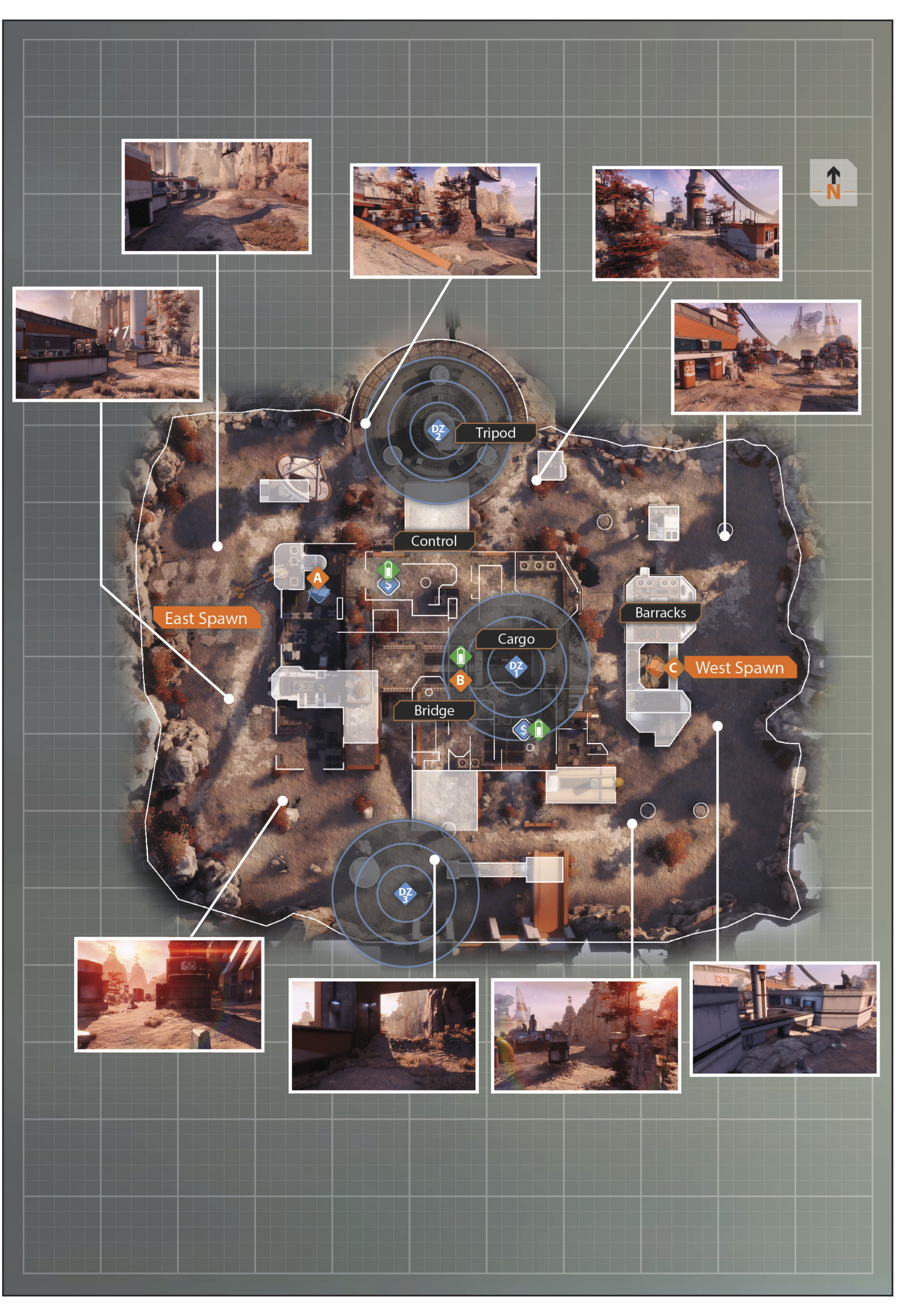
ATTRITION

Playing Attrition on Exoplanet is quite unique. Treat Exoplanet like a close-quarters map because there are many angles and the use of a shotgun can really come in handy. If you can drop your Titan early, you might be able to own the center of the map. Scorch can really take control of the center crossroads so try to block off intruders. The center is definitely a major hot-spot for attrition so controlling this location will be key for your team's success.

TITANFALL 2

Forward Base Kodai

Overview



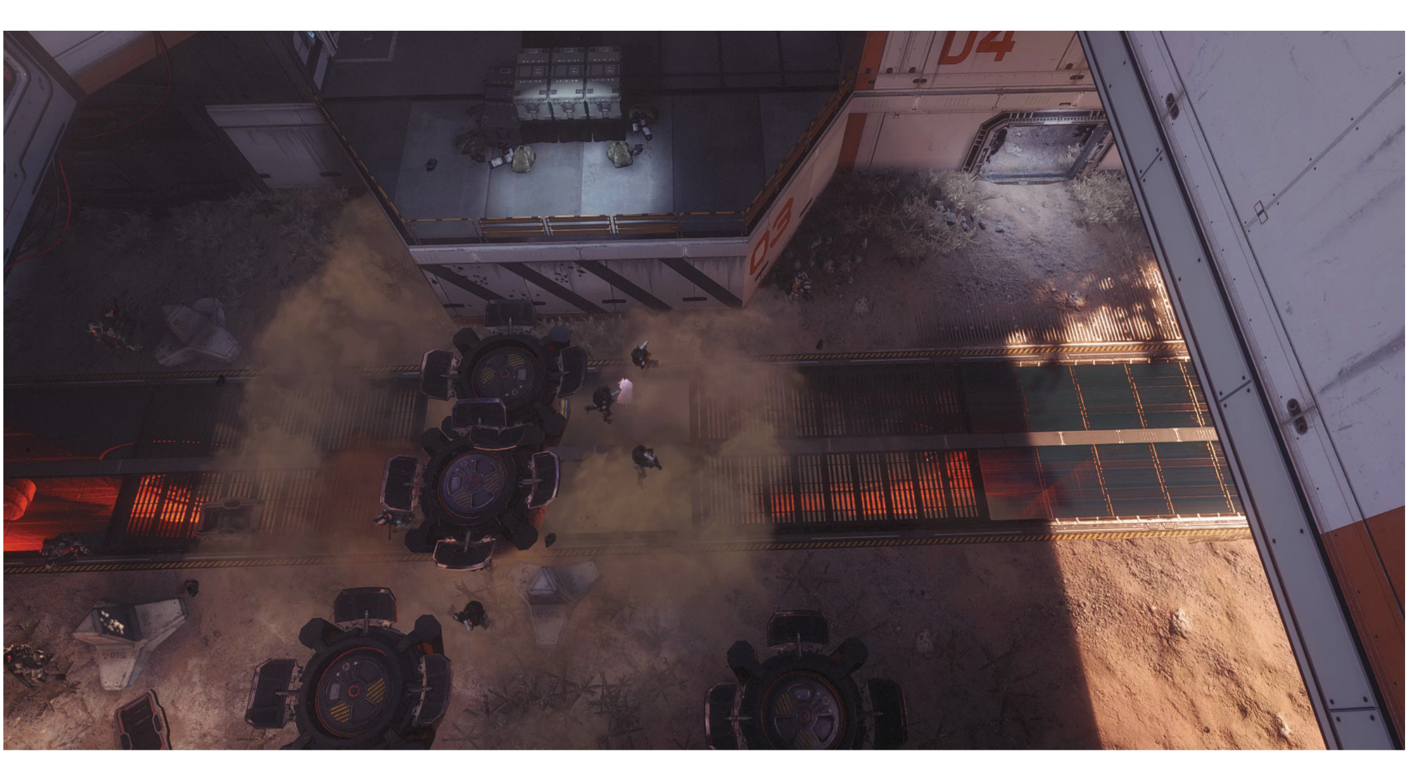
LEGEND	
🔋	Last Titan Standing
A	Hard Point
BOUNTY HUNT	
DZ 1	Drop Zone
$	Bank
CAPTURE THE FLAG	
⚑	Blue Team Flag
⚑	Orange Team Flag

To enhance communication throughout the Frontier, the IMC has established a network of interstellar beacons on various planets. Built by Kodai Manufacturing, the beacons are powered by underground substations that generate a massive amount of energy. As a byproduct, these substations discharged toxic fumes into the surrounding lowlands, destroying all organic life within reach of the noxious gases. Forward Base Kodai is one of a three-part beacon chain, relaying between Gridiron and Typhon.

Kodai is a medium to small environment, with a main central building dominating the battleground. Pilots can find safety from Titans in the hallways and chambers of the main building. Titans can walk over the roof to get a better view of the action. Pilots seeking a quick escape from the exposed roof area should keep an eye out for two separate chutes that run from the interior of the main building to the roof.

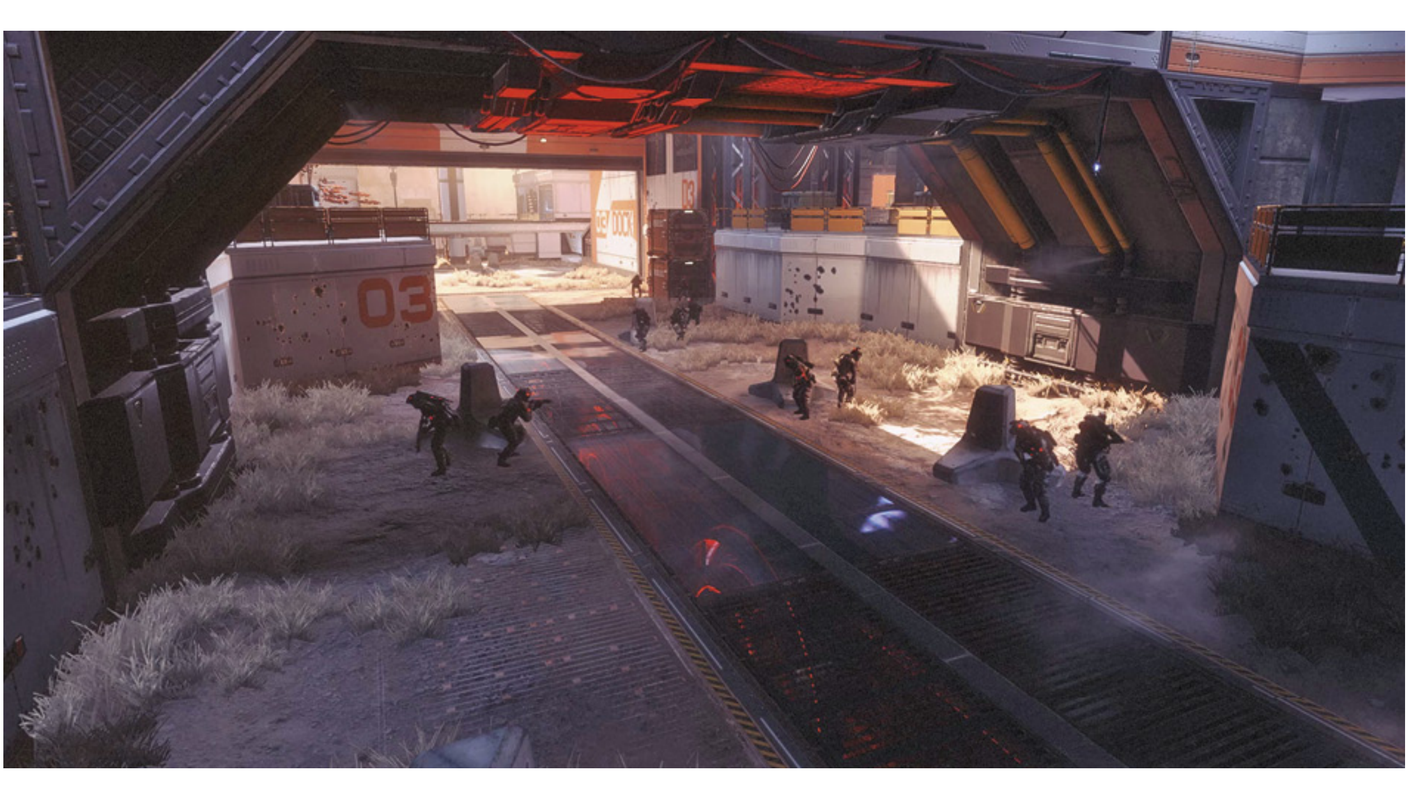
CARGO

The cargo area is the first key location, which is home to the A hardpoint in Amped Hardpoint, as well as the east flag in Capture the Flag. The cargo area has a plethora of cover provided by the many cargo containers and the building beneath the crane. The main central building ends partially into the cargo area, which leaves a large wall above to use as an alternate route in and out of the location. The containers make this key location a deceptive one, so the use the Pulse Blade as a Tactical—it is your friend.



BRIDGE

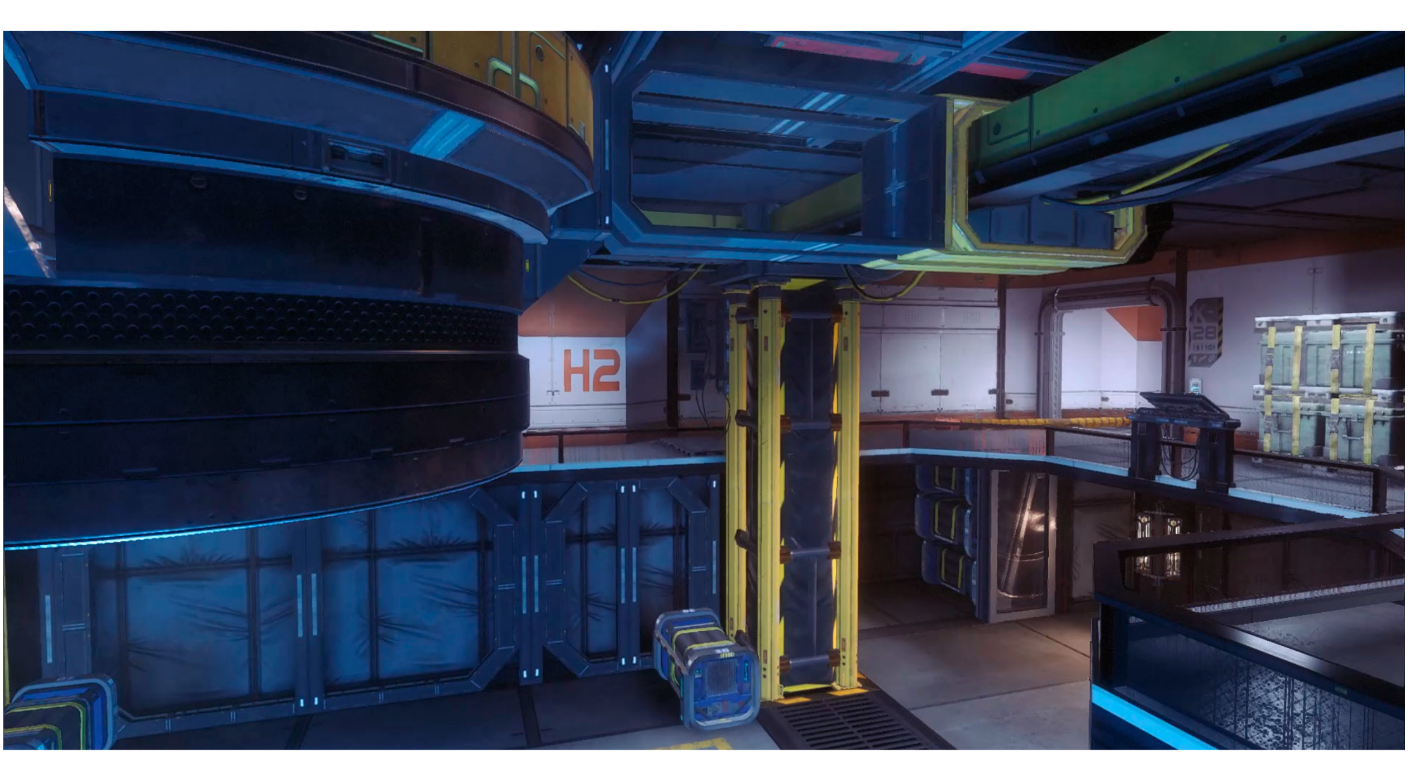
The center of the map is nothing like you've ever seen in *Titanfall 2*. There are many interesting ways to enter the buildings in the center of the map, but there are only two ways into the bridge. Making your way into the building is your first challenge since defenders are hiding around every corner and they are ready to take you out on your way to the bridge. This key location also has more to the bridge area than just the bridge itself. There is an entire midsection beneath the bridge that contains an objective and serves as the main passageway for both Titans and Pilots.



Use the balconies on either side of the midsection to take out other Pilots. However, you may want to hide from oncoming Titans because you are at perfect height for easy sight and Titan melee attacks. Drop in through the top of the ceiling to attack your targets by surprise.

BARRACKS

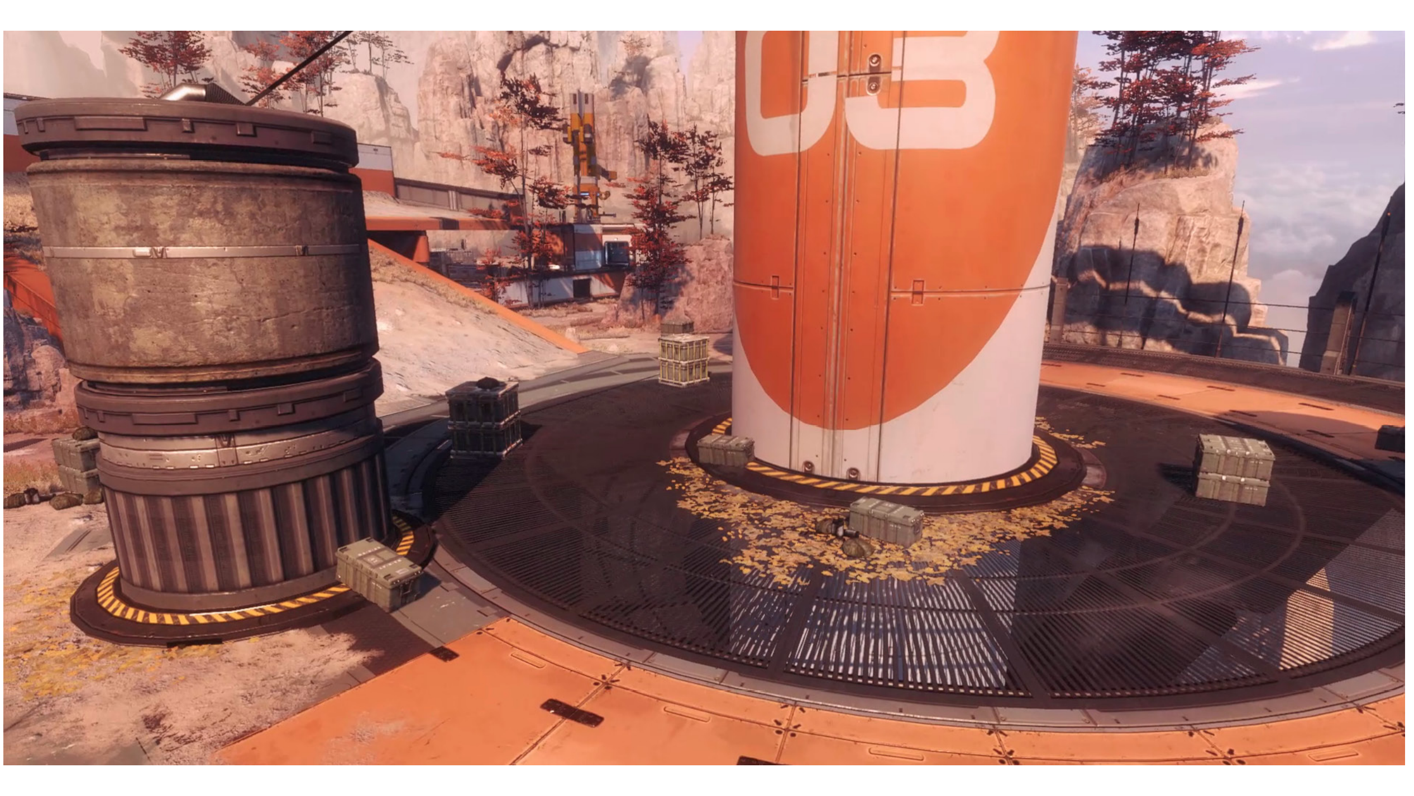
The barracks effectively have two buildings connected by parallel bridges on either side of a courtyard. Within the courtyard on the ground level is where the C hardpoint is on Amped Hardpoint. Often there are Pilots from the same team in each of the buildings, but every now and again there will be opposing Pilots on either side, and that's where the exciting crossfire happens. The roof is popular for sniping in every direction, so be on the lookout for Pilots posting up on the roof before they spot you. There isn't much cover on the roof, so if you choose to take this position, make sure you have a good handle on where the majority of the action is.



Use the buildings as your main source of cover, stick one Pilot in each building and scan the opposite direction for incoming enemies. This setup serves as a great surveillance tactic. Be sure to keep your communication clear and you can defend the barracks quite effectively.

TRIPOD

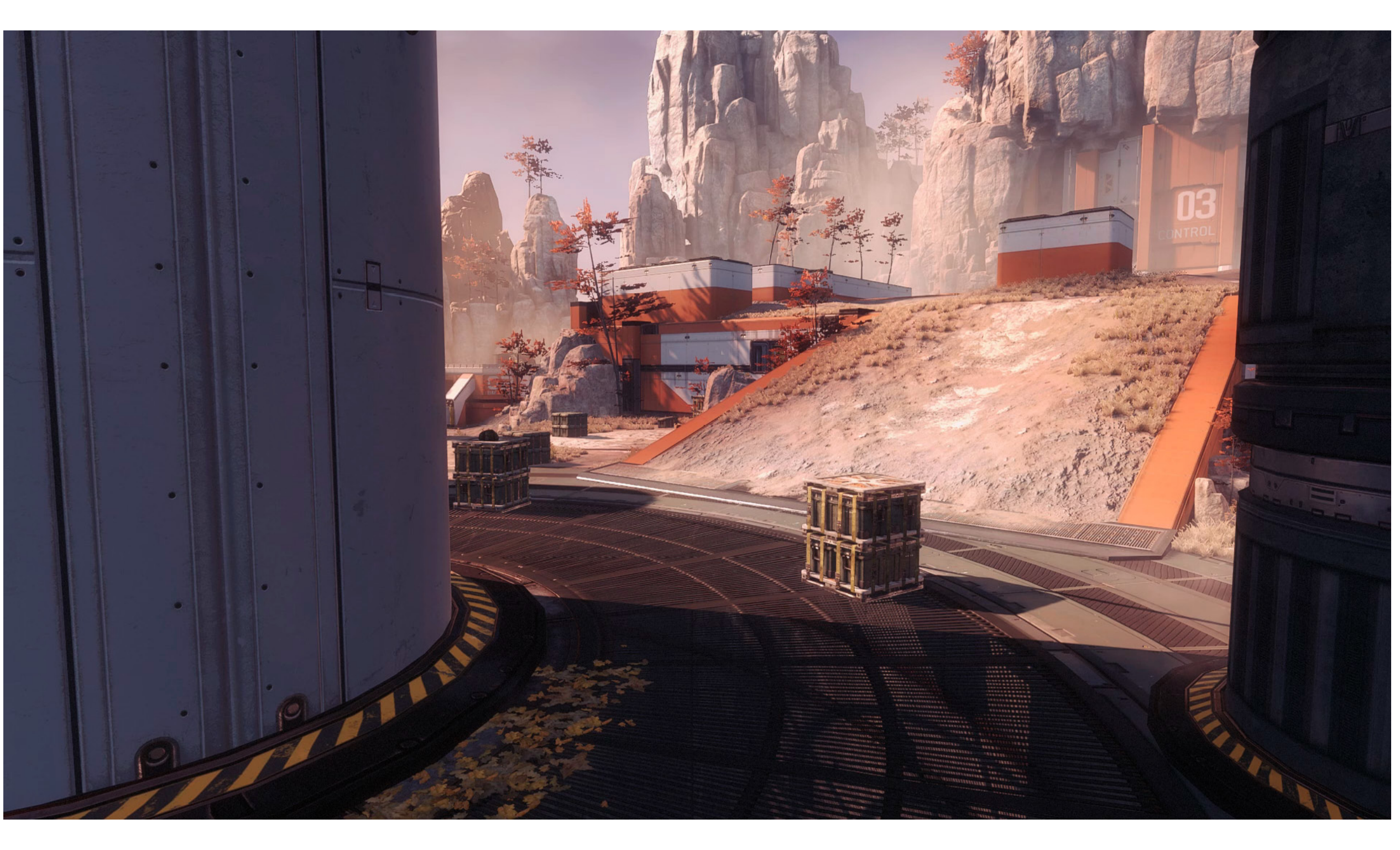
The Tripod is home to one of the Drop Zones in Bounty Hunt. This key location is rather open, leaving most Pilots vulnterable to long-range fire. Titans excel here, but by using the large object in the middle of the Tripod you can keep yourself somewhat behind cover and able to avoid sniper fire. Try to stay away from enemy Titans. There isn't much you can do other than flee or continuously rodeo the Titan. With Grapple, this task is much easier.



From the center of the map, on top of the open roof, you have a clear line of sight into the Tripod area. This is the best location to help control the Tripod as a Pilot. Any closer will likely get you killed.

CONTROL

The Control area is also very open. However, the major difference between Control and Tripod is that there is a large wall that runs down the middle of the area. This large wall is perfect for Pilots to perch up and take out enemies while still staying protected. This spot is dangerous around Titans, but as long as you stay hidden, this is still a great spot. There are a few basins nearby that also serve as decent cover, but this is another spot that is best observed from the center hill.



On this side of the hill is a steeper slope that provides more cover from your 6 o'clock. Stay on the move when in the Control area because the moment you stand still is the moment things go bad.

RECOMMENDED PILOT LOADOUTS

Rough Recon v2.0

Rough Recon is a strong loadout that requires a skilled player because this is a very specialized combination. Holo Pilot takes some time to restore its use, but that is not a problem as you should only need it when you're in danger. The combination of Holo Pilot and Kill Report should allow you to have a good survey of the where the action is and roughly where the enemies might be coming from, but in case there aren't any reports coming in, you can be ready to launch your Holo Pilot and buy some time for you to get away. Both your primary weapon and your secondary weapon are meant for you to keep your distance, so don't be afraid to flee when things are getting too hot and you need to get out of the kitchen. The difference between this version and its previous version is the weaponry. For certain maps, there is no need for the extremely powerful Kraber. Because of the Kraber's fire rate, being able to get off a second shot before your enemy finds cover or even charges after you is crucial, especially because the distance that your opponent needs to close is smaller.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Holo Pilot	Create a holographic copy of yourself mimicking your actions when activated.
	Ordnance:Electric Smoke Grenade	Carpets an area with electric smoke.
	Primary Weapon: Longbow-DMR	Semi-auto sniper.
	Secondary Weapon: Thunderbolt	Fires a powerful ball of electricity.
	Kit 1: Fast Regen	Health regeneration begins sooner.
	Kit 2: Kill Report	Enemy death locations marked by skulls on the HUD.

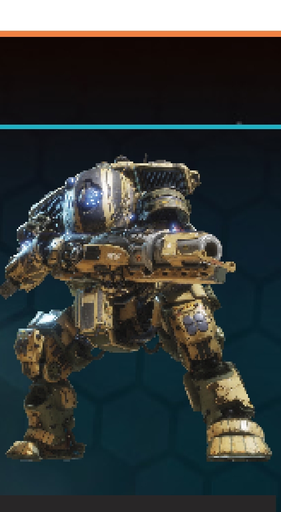
Hyper-Flight Hero

This loadout is ideal for moving from point-to-point quickly without making an easy target. What makes that extremely important for a map like this one is because even though there is a large amount of cover, moving from one to the other is extremely dangerous. Since this is an ideal loadout for getting from point-to-point, like cover to cover, it makes the Hyper-Flight Hero the loadout for the ultimate point-to-point game mode: Capture the Flag. The Hyper-Flight Hero is great for avoiding sniper fire and making it harder for a Titan to track your movement. Stay on the move and make your killer have to work for your death, or kill them before they even have a chance.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Stim	Quickly heals and boosts your speed for a short time.
	Ordnance: Arc Grenade	Stuns Pilots and blinds Titans.
	Primary Weapon: CAR	Consistent recoil SMG.
	Secondary Weapon: SA-3 Mozambique	Controlled spread triple barrel shotgun pistol.
	Kit 1: Fast Regen	Health regeneration begins sooner.
	Kit 2: Low Profile	No jump jet trails and silent Titan rodeo climbing.

RECOMMENDED TITANS

Scorch



Scorch is a great option for this map because it can own the center crossroads with the Incendiary Trap and Wildfire Launcher, slightly spreading out the damage just enough to block three different routes at once. Not only is this Titan loadout a great pick to stop any advancing Titans down the middle, but the damage from your Thermite Launcher can also drive them backward, thus further controlling the battleground.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Nuclear Ejection	Ejecting while doomed causes your Titan to detonate its core, causing nearby enemies massive damage.
	Scorch Kit: Wildfire Launcher	Increased thermite from the T-203 Thermite Launcher.
	Titanfall Kit: Dome-Shield	Protects your Titan after Titanfall.

Ronin

Ronin is an ideal Titan for this map for several reasons. With quick thinking and sharp reflexes Ronin can own the narrow pathways on this map. Equipping Thunderstorm counteracts some of the disadvantages that Ronin has in some of the more open areas of the map. With two Arc Waves pretty close together, you can inflict more damage as you are attempting to close the gap if the enemy Titan slips away a little. Use Phase Dash in conjunction with Arc Wave, and you can close the gap fast, do extra damage, and also stay protected while doing so. Because of Ronin's speed, you can move back and forth to fend off enemy Pilots and Titans while avoiding Pilots' Charge Rifle and Thunderbolt fire.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Stealth Auto-Eject	Automatically eject and Cloak when your Titan is doomed, preventing Pilot death.
	Ronin Kit: Thunderstorm	Arc Wave has two charges.
	Titanfall Kit: Warpfall	Faster, warped-in Titanfall.

TITANFALL 2

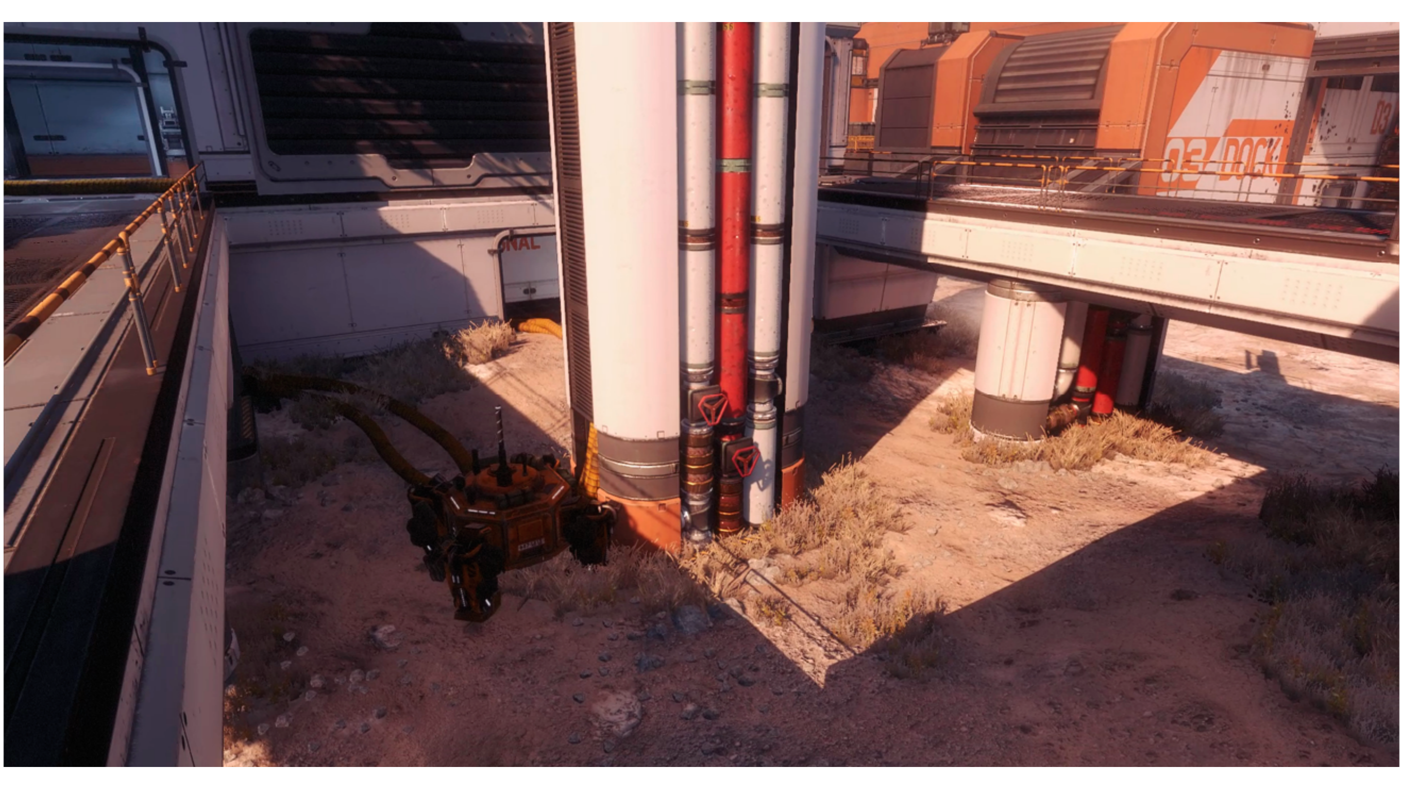
Forward Base Kodai

Game Mode Strategy

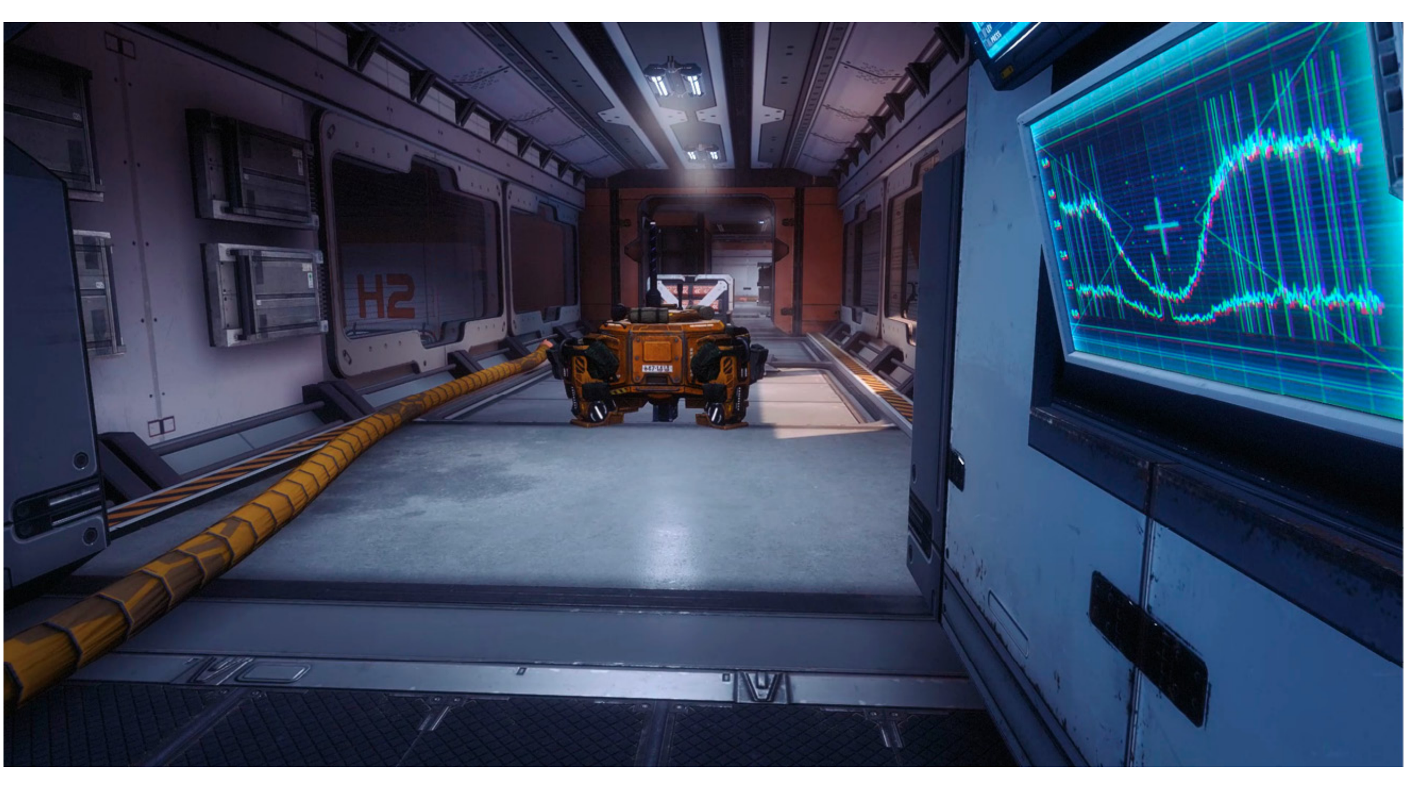
AMPED HARDPOINT

The three hardpoints on Forward Base Kodai line up down the middle axis of the map. This makes sense because the base is rather symmetrical, which means you should pay attention to what happens within the base itself as you might be able to call what's happening on the other side.

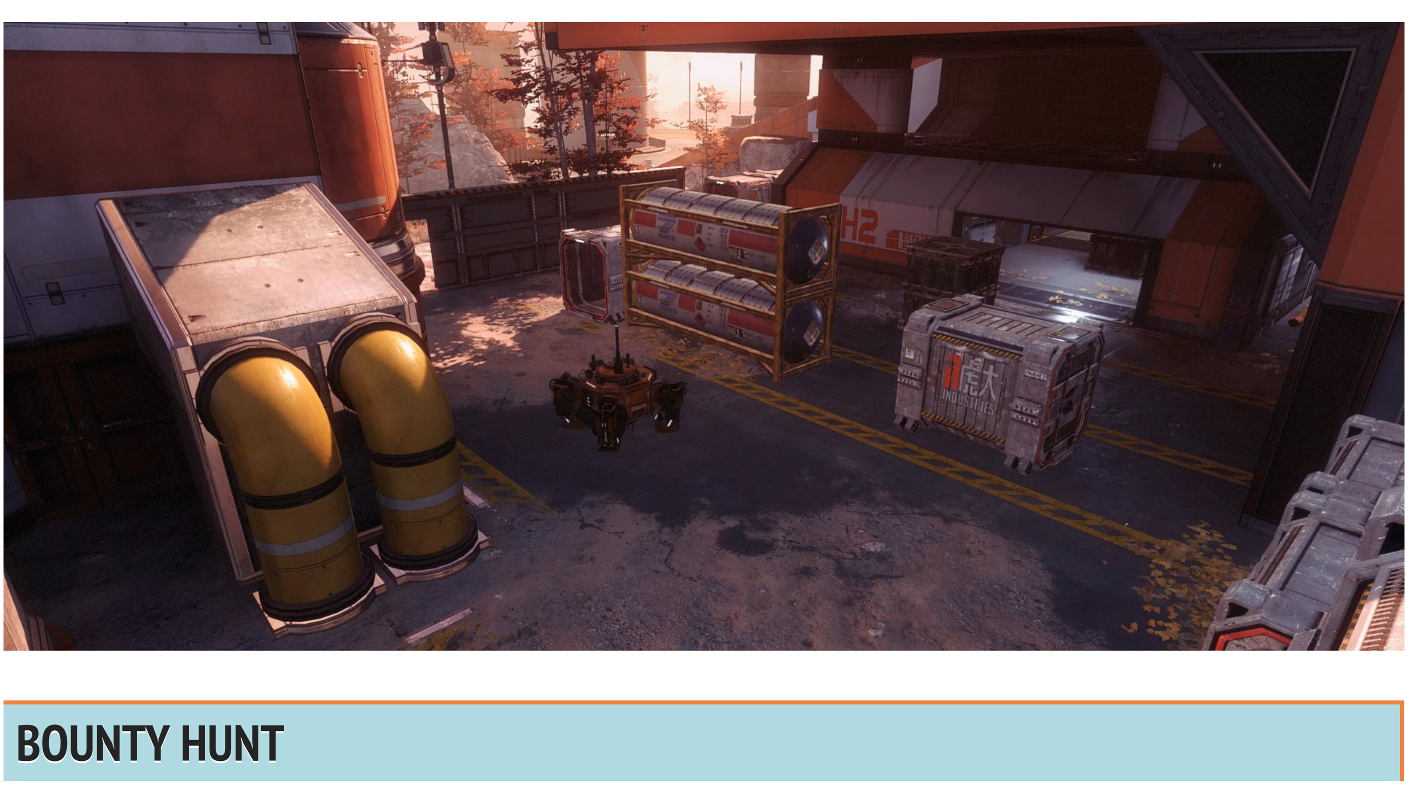
The first hardpoint is located beside the large crane and inside the cargo area. Use the containers to gauge the capture zone, as they line the barrier. It is important to use everything around you as cover from all directions because every direction is quite vulnerable to attack. It is easiest for the enemy to get to the building across the middle, which means it is a good idea to defend from this location. Of course, you may want to amp the point due to the fact that the B hardpoint is incredibly difficult to attack if your team does not control it.



In the middle of the base is the B hardpoint, which is located right in the middle of the bridge. The bridge is incredibly difficult to attack simply because it is one small bottleneck that funnels all incoming attackers into one point that does not take much to defend. Attack the bridge as a team and with communication and coordination. The Anti-Titan weapon, the Thunderbolt, is actually a very useful weapon to use on the bridge. Firing the Thunderbolt down the hallway and straight to the other side can do some major damage to those in the viscinity of the electricity shot. This will weaken the defenders enough for you to attack with advantage.

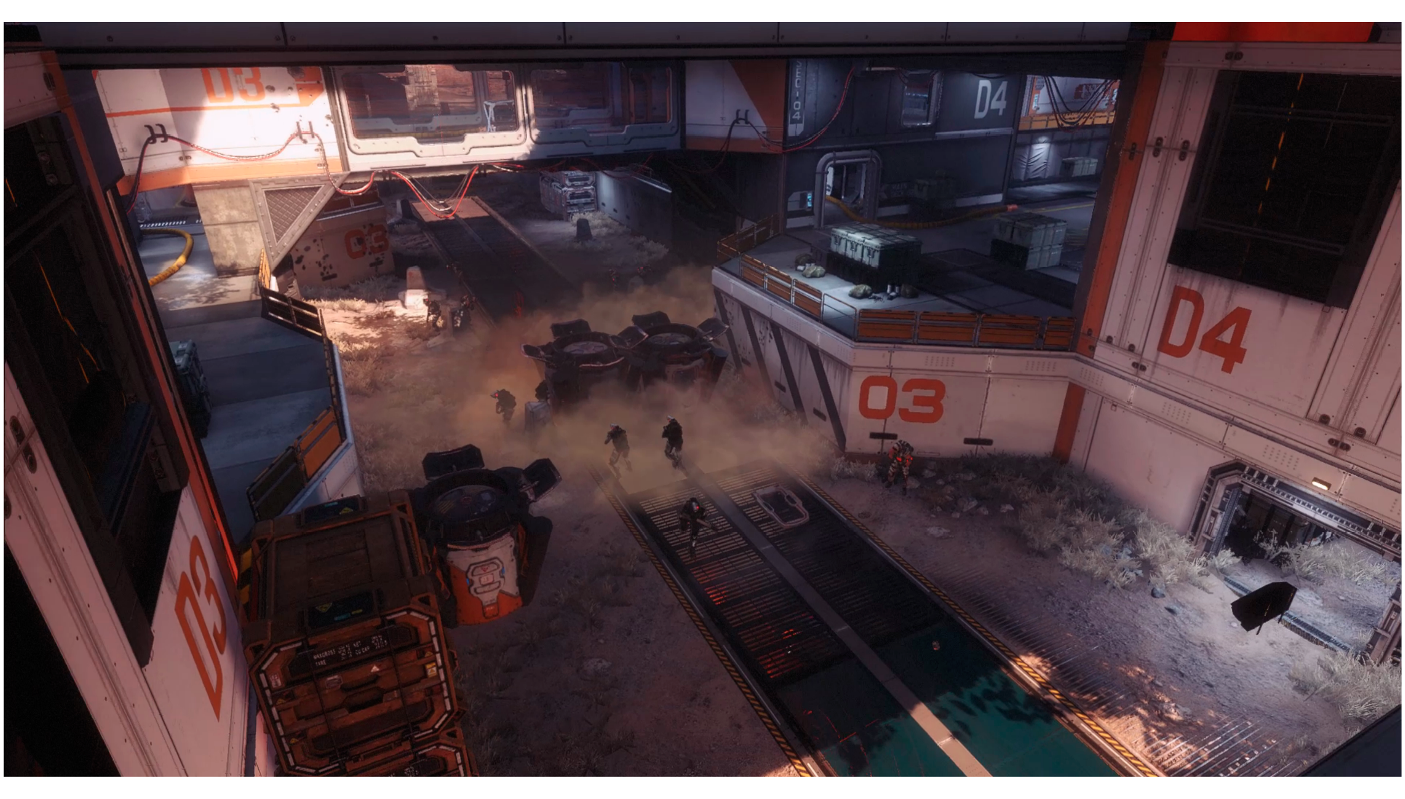


The final hardpoint is in the barracks, and this is a location that calls for major crossfire. Do not let the enemy gain control of either side of the barracks while defending it because that could even the playing field in a location where you need major control. Use the roof for long-range defense of this position, but be prepared to jump inside at the first sign of danger. Beware of Sonar Blades incoming on your position. Staying on the move is key so that they don't pinpoint exactly where you are and take you out.

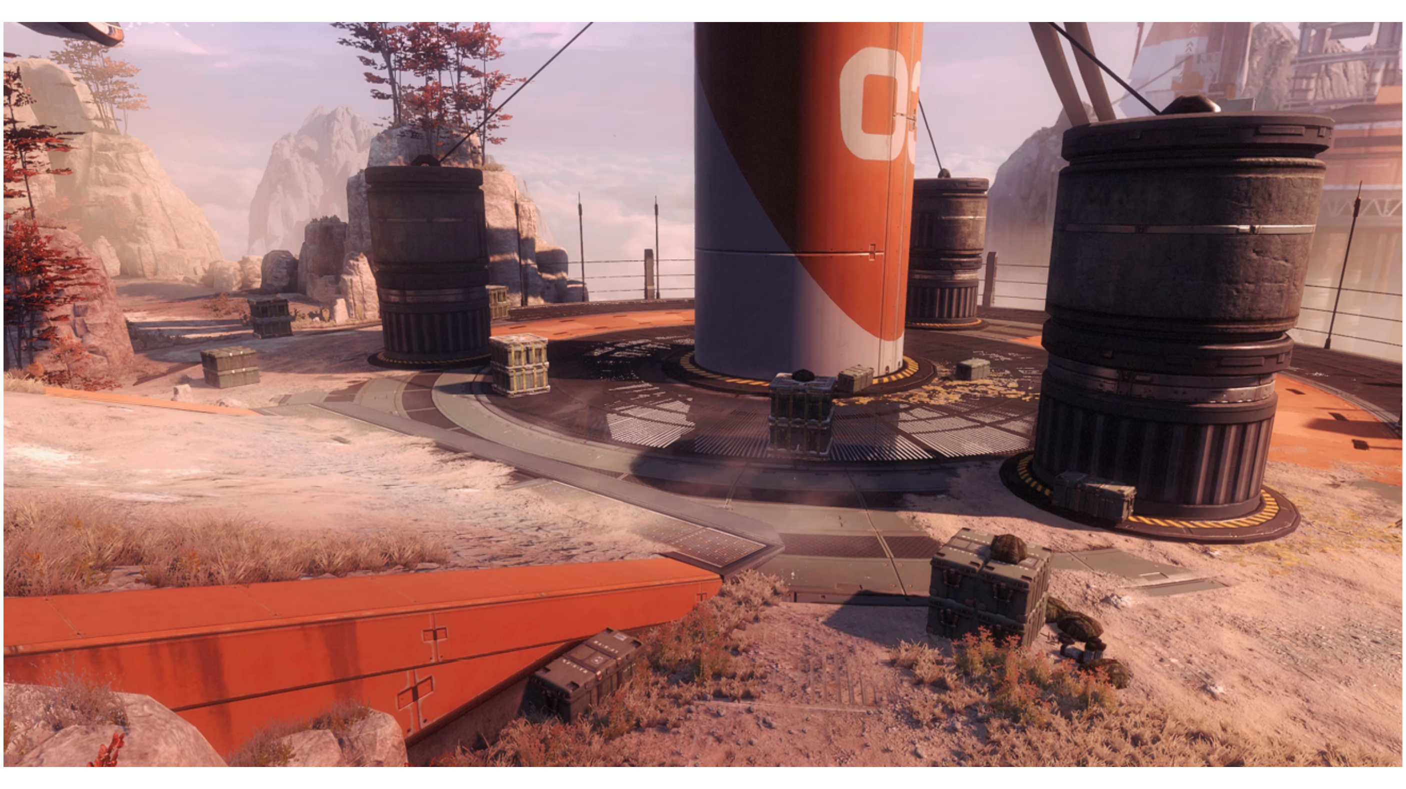


BOUNTY HUNT

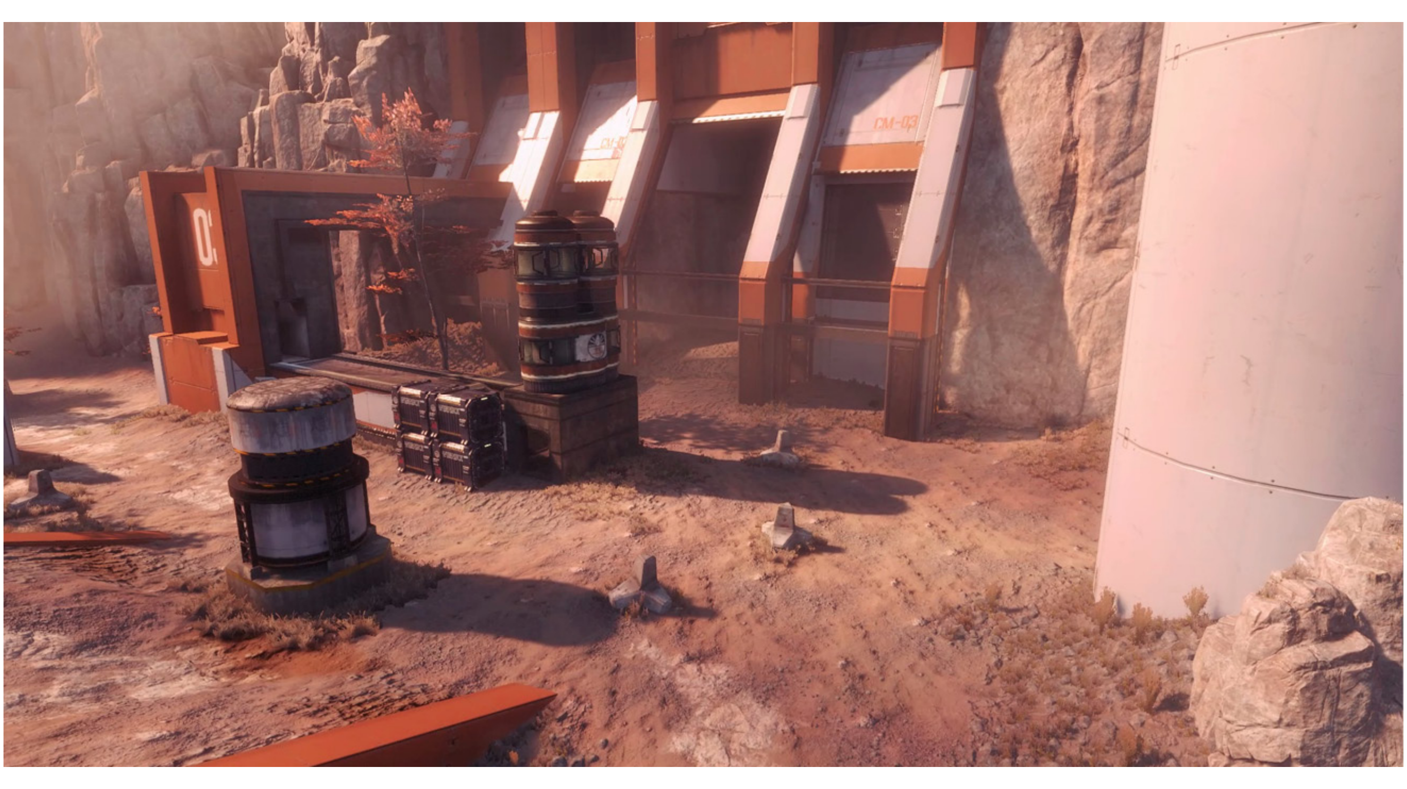
Bounty Hunt on Forward Base Kodai has some unique nooks and crannies that provide for an interesting match every time you play. Watch out for the shadowed areas, as sometimes it's difficult to tell whether you just appeared in front of a grunt or an enemy player. One of the Drop Zones lands right in the middle of the map and comes in through the skylight in the roof of the base. Focusing your fire down the midsection is the best way to take down these minions, but keep watching for enemy Pilots in the background. If you plan on watching this area from outside the base, be sure to keep one eye on the roof of the base because there will be enemies trying to take you down from there. It's not a bad idea to try this yourself, especially if you have a very fast loadout and can sneak by anyone that might be waiting for you.



The next location is at the Tripod where the Drop Pods land out in the open and are prime pickings for snipers. At the point where this location becomes relevant, watch out for enemy Titans attempting to flatten minions for easy cash. Equipping the right Anti-Titan weapons and being able to dip into cover quickly is key for staying alive while attacking this position. If you have to be up close, remember to use the center piece to wallrun and take cover. Electric Smoke Grenades work well for this area.

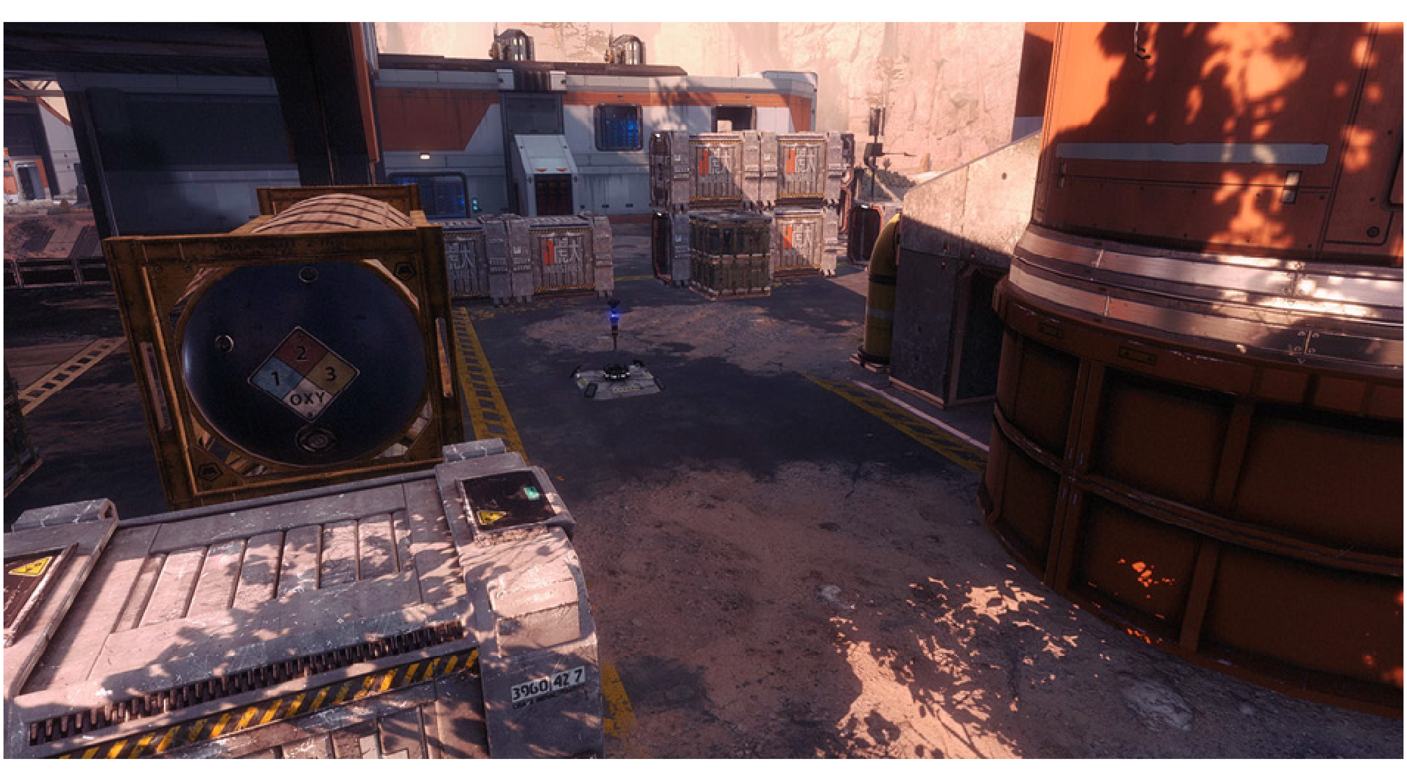


Finally, the last Drop Zone is on the other side in the Control. The Control is a lot less open than the Tripod, which means you have to find the right angle and fight for it if you want to get your bounties. There is a lot more cover here, however, which makes Titans slightly less of a threat. Scorch is still a very dangerous Titan to encounter in Control, but you can avoid encounters by slipping away from the major action.

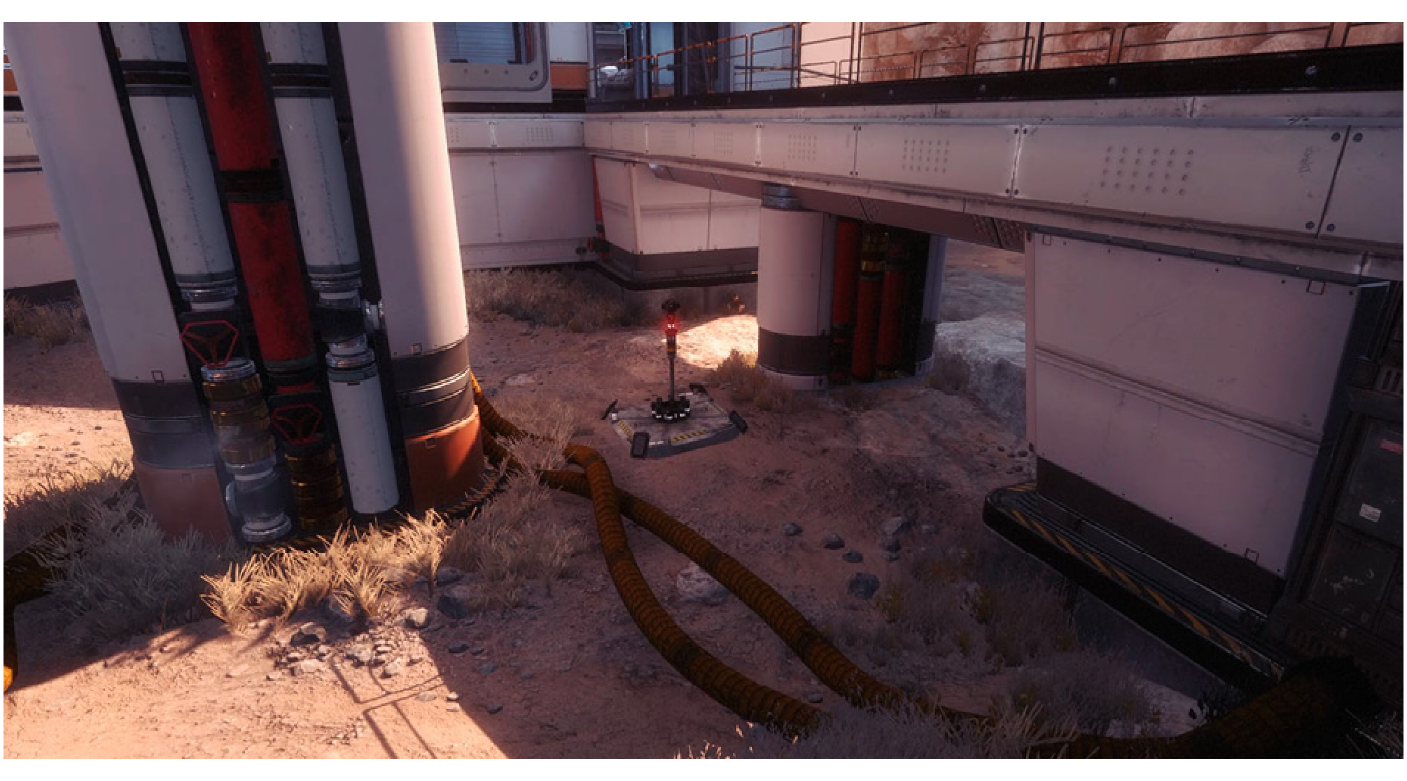


CAPTURE THE FLAG

Forward Base Kodai is a map that is all about large-scale timing when it comes to Capture the Flag. Because of the layers that are involved in this map, timing the location of where the enemy is and when the majority of the team is dead and awaiting respawn is key. If the team is on the other side of the map, they might not physically be very far from you, but they have to maneuver around quite a few obstacles if they want to get to you. There are hardly any straight shots to large areas if you run your route right.



Taking the sides of the base in the hill is best, as long as you keep the base or the roof of the base in between you and the enemy. Running over the top of the base is risky, but it can do well if you notice that the enemy team is mostly worried about getting into their Titans or beginning to close on your location from inside the base. Beware of Pilots coming up through the vents when running on top, but simple moves like busting out your Stim when you're halfway across the roof and launching off into your base is a great way to cut down the time it takes for the other team to notice where you are and how to get to you. Running through the base is the safest route, but it might take you the longest, depending on how much cover you think you might need. You can always run through the middle, but unless you have a grappling hook, wallrunning might be a bit of a challenge. Making your way through the buildings and hallways can provide you with the most cover you can get in this entire map. However, because of the turns and low ceilings, making good time is the biggest challenge.



PILOTS VS. PILOTS

Forward Base Kodai is not a large map, but its terrain can make it seem rather large. With the lack of tall buildings and things to jump from to another, speed is quite the commodity here. Long-range shots might seem like the way to go, but with the many ways that there are to get to each location, becoming flanked is a rather common occurrence if you stay in one spot for more than a minute or two.

Stay on the move and use a mid-ranged weapon to handle your business. Use the cut-throughs and chutes to be anywhere your team needs you most. Sometimes you just need to shoot yourway through the pathways, but remember that there's always an alternate route.

LAST TITAN STANDING

Forward Base Kodai might as well be a large gladiator-style arena when it comes to Last Titan Standing. There's really no telling what the outcome might be within the first couple minutes. There are extremely large, open areas that serve mid- to long-ranged Titans rather well, like Tone and Northstar, but underneath the hill inside the base, you might see Scorch or Ronin dominating the battle. Almost nowhere on this map should you see a single Titan fighting another single Tita. There will almost always be at least a two versus two battle happening.

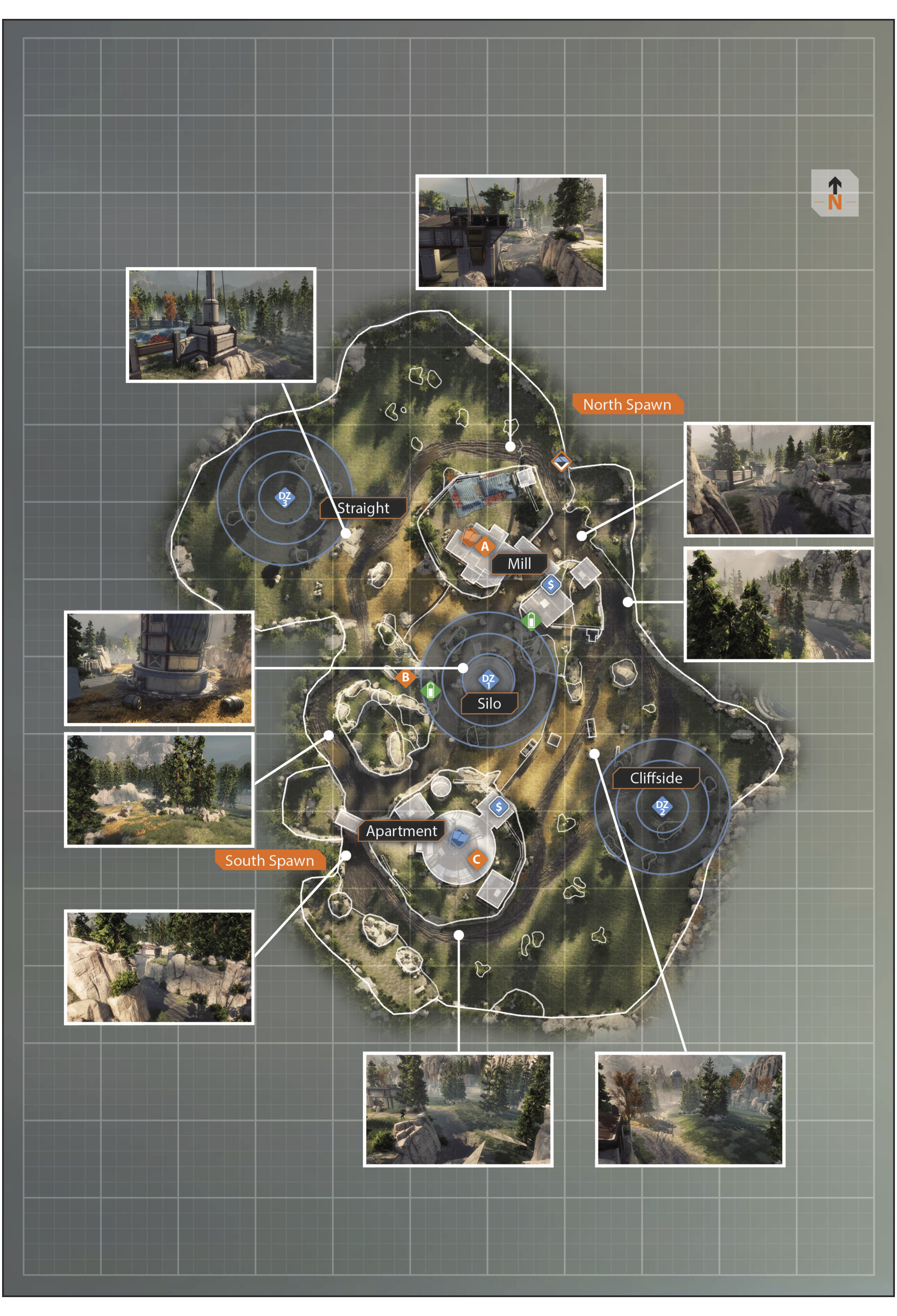
Because of the fact that this map provides an all-out war ground for Titans, the best course of action is to split up into two man teams and fight as a group. Northstar, paired up with Tone, and Legion with Ronin are two examples of teams that would work well together. Make sure you set up in order to take on any single Titan and you have a chance to take two out while also being able to go help your teammates as they deal with their sectors.

ATTRITION

Forward Base Kodai is another hybrid map; however, it is mostly indoors. The use of assault rifles and sub-machine guns is key for Attrition on this map. The roof of the main building is a prime spot for taking out AI; use this to get your Titan as quick as possible. This is also a great location for long-ranged and fast Titans. Use it to your advantage, but do not get caught alone here. The bridge in the center of the map is great for scouting the interior; use this as much as possible to know your enemy, but getting caught here could be dangerous. Work together and push all three lanes in order to become successful in each match.

TITANFALL 2

Homestead
Overview

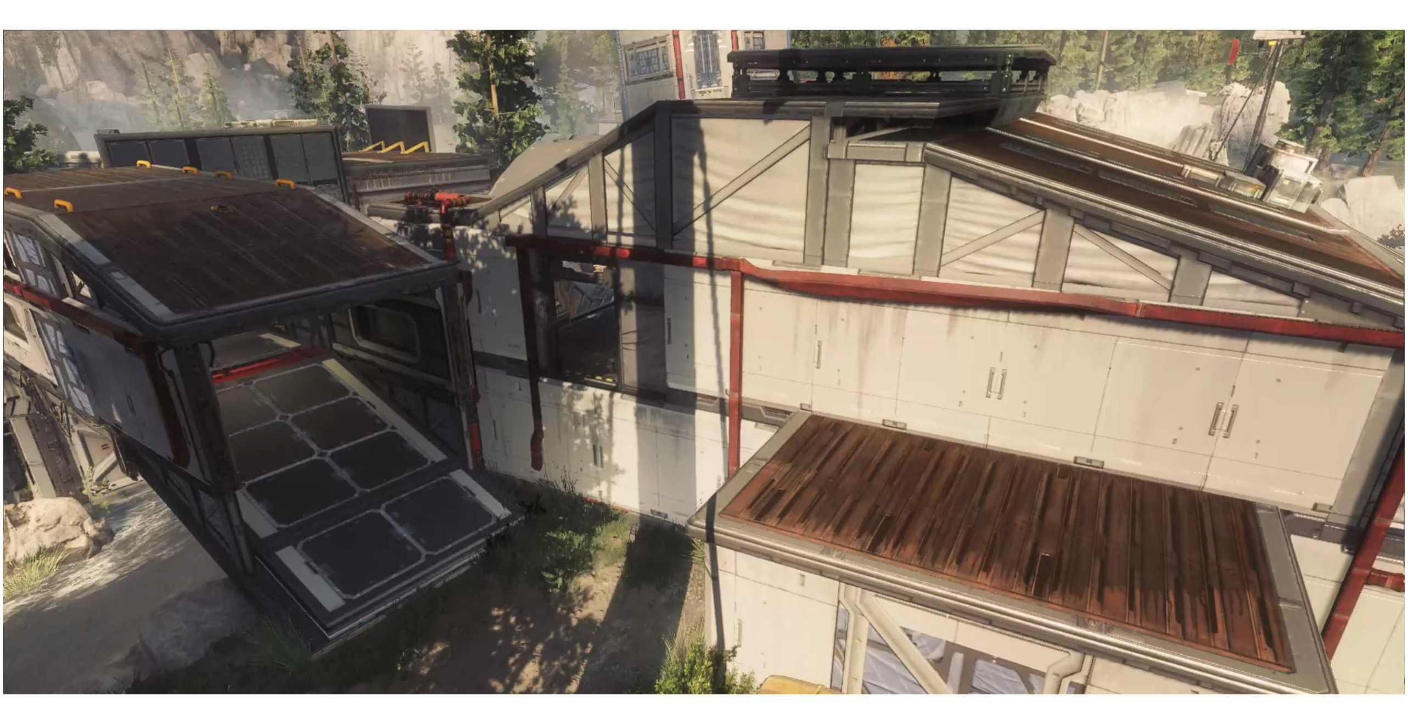


Hidden away in the far reaches of the Frontier lies the peaceful planet of Lemuria, untouched by the corrupt hand of the IMC. A small population, the descendants of early colonists, thrives on this verdant world, on farms built from the parts of early generation Colonization Supply Modules. This homestead, fed by a clean freshwater creek, rests upon a fertile landscape of rolling green fields. Although Lemuria's wealth of natural resources appears to make it a perfect target for the IMC, its great distance from IMC-controlled space renders its exploitation "cost-inefficient"—for now.

Homestead is a series of raised, rocky plateaus with a river running down the middle. Pilots are mostly safe from Titans among the rocks and trees, but also have caves and buildings to duck into when needed. Snipers will find that open spaces provide many excellent sight lines, especially from the tall, central tower. Titans control the large, open fields, so Pilots must be extra cautious when traveling between the plateaus.

MILL

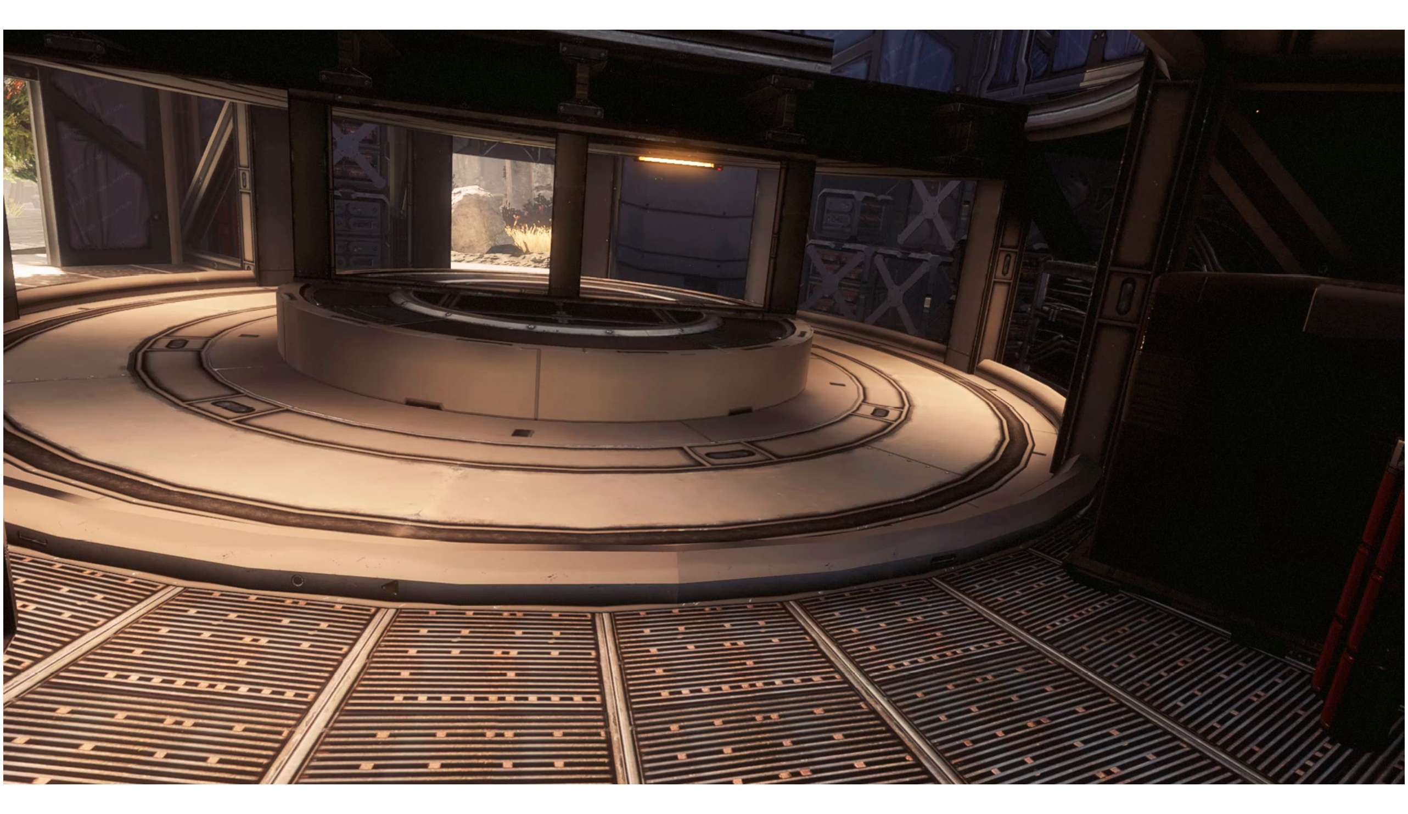
The mill is the ideal key location for players that like to keep their distance from the main action. However, it is an easy location to get comfortable in and forget about your surroundings. The mill is large and has two parts connected by a wooden bridge over a ravine. The ravine is big enough to hold a Titan so that it can travel right next to the mill. The ravine is the closest a Titan can actually get to the mill, but not the closest it can get to the objectives at the mill. Use the windows in front of the building facing the middle to scope out the center of the map before making your move.



LEGEND	
▮	Last Titan Standing
A	Hard Point
BOUNTY HUNT	
DZ 1	Drop Zone
$	Bank
CAPTURE THE FLAG	
⚑	Blue Team Flag
⚑	Orange Team Flag

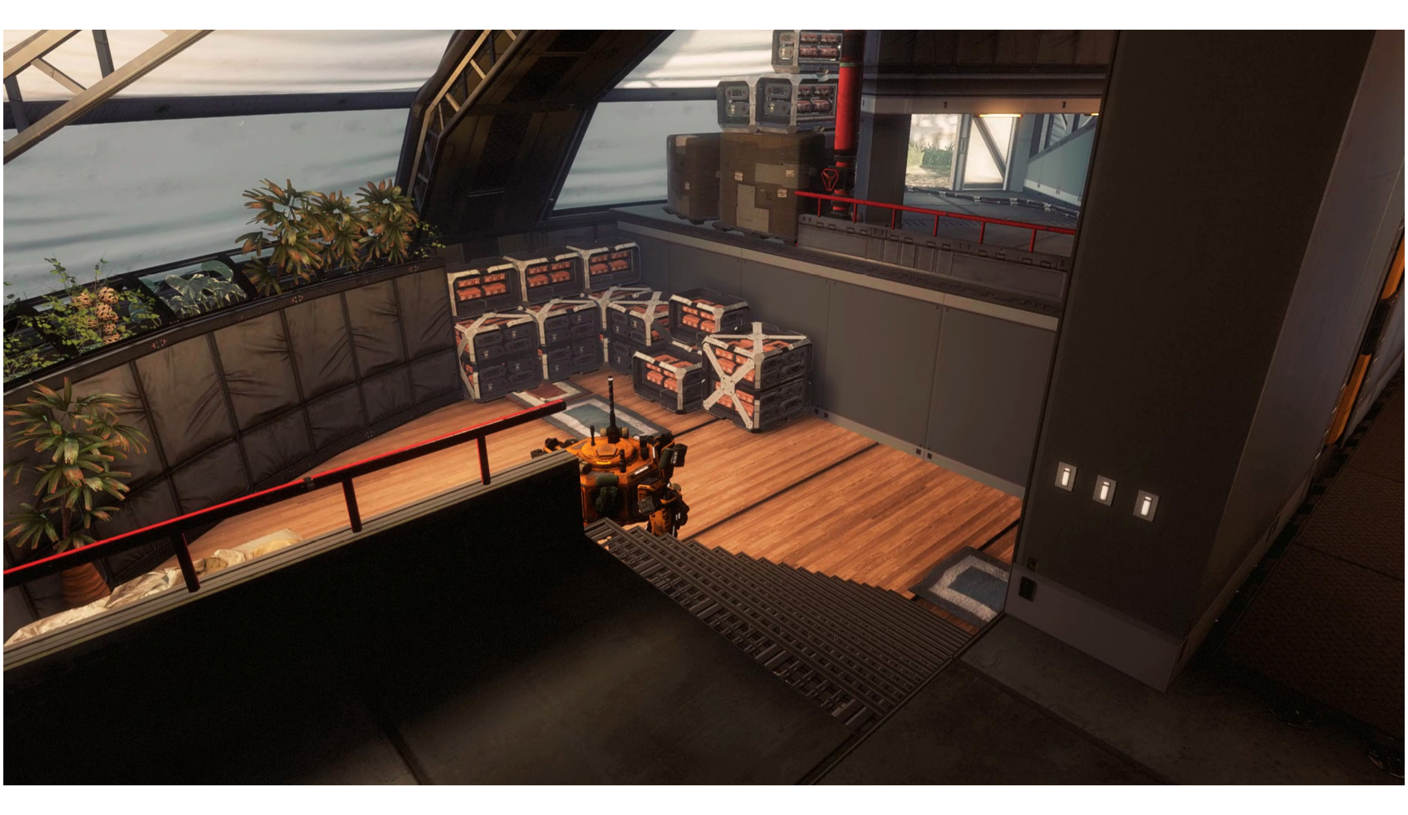
SILO

The silo sits right in the middle of Homestead. It is a bit damaged from the wreck that happened here, but it is still accessible and makes an excellent fort. There are three different levels to the silo, so take advantage of all three and move among them to keep the other team guessing. The silo is not the easiest location in the game to defend, so you will have to get creative. The fact is, this location can be seen from almost anywhere on the map, so if you're going to be close by, you are going to want to be inside, or traveling from side to side to stay mobile. Utilize the cave across the way from the silo to cover the objectives here, but don't get caught because enemy Pilots will converge on you quickly.



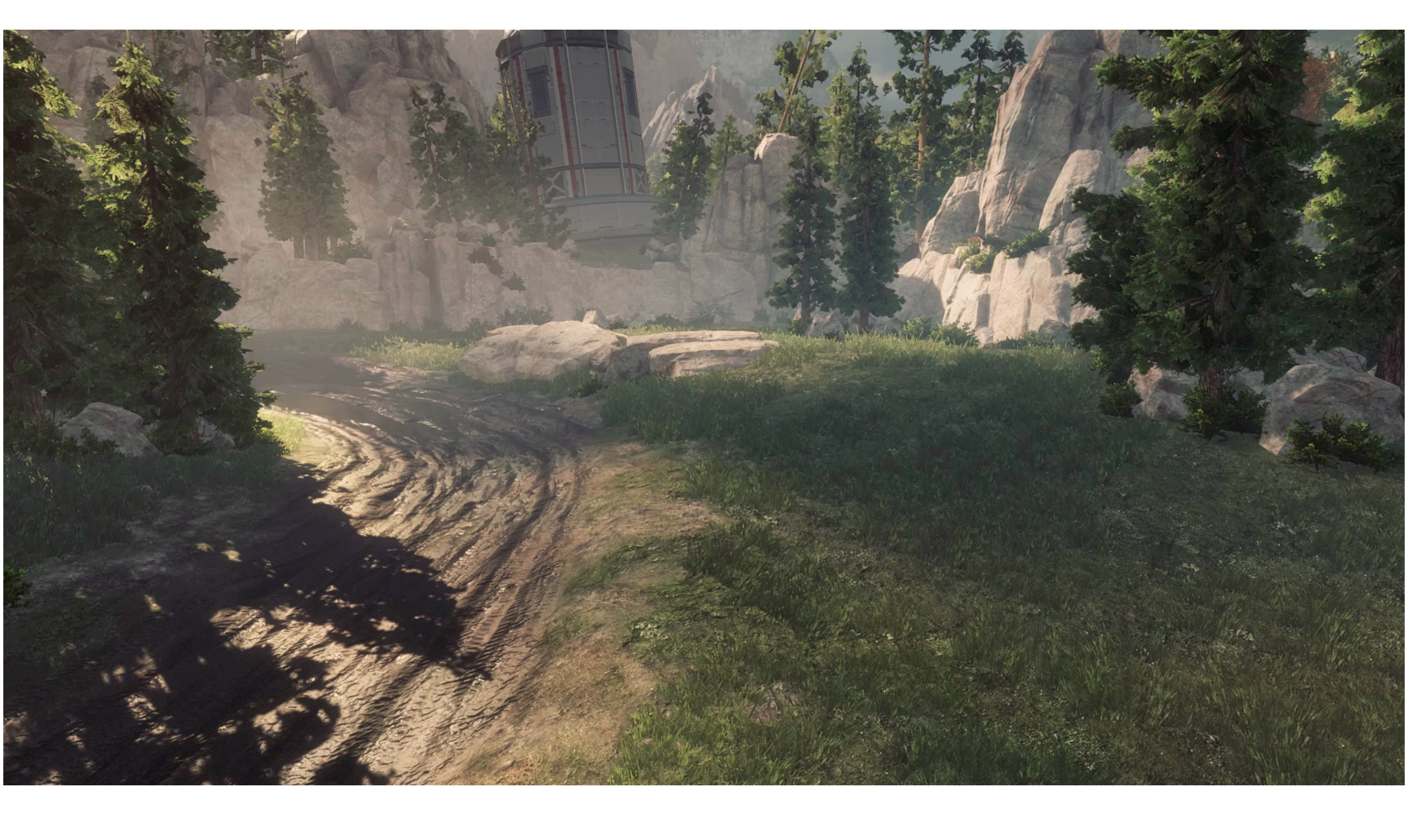
APARTMENT

The apartment is quite complex and the objectives based in it are not simple to get to. On the outside, it's rather simple. There are a few buildings, all small and have some cover. There is a large water tank that provides a barrier between the center of the map and the apartment. The interior of the apartment contains several corners, all with enough space for Pilots to be sitting and waiting for attackers to be ambushed. If you are attacking the apartment, be sure to toss a Sonar Blade in, just to be sure you're not charging in blind. The entire area can be traversed by Titans, but Titans cannot fit inside the border. As a Pilot, use this area to escape the crosshairs of Titans, but be sure to not run in a straight line, as they can still see inside.



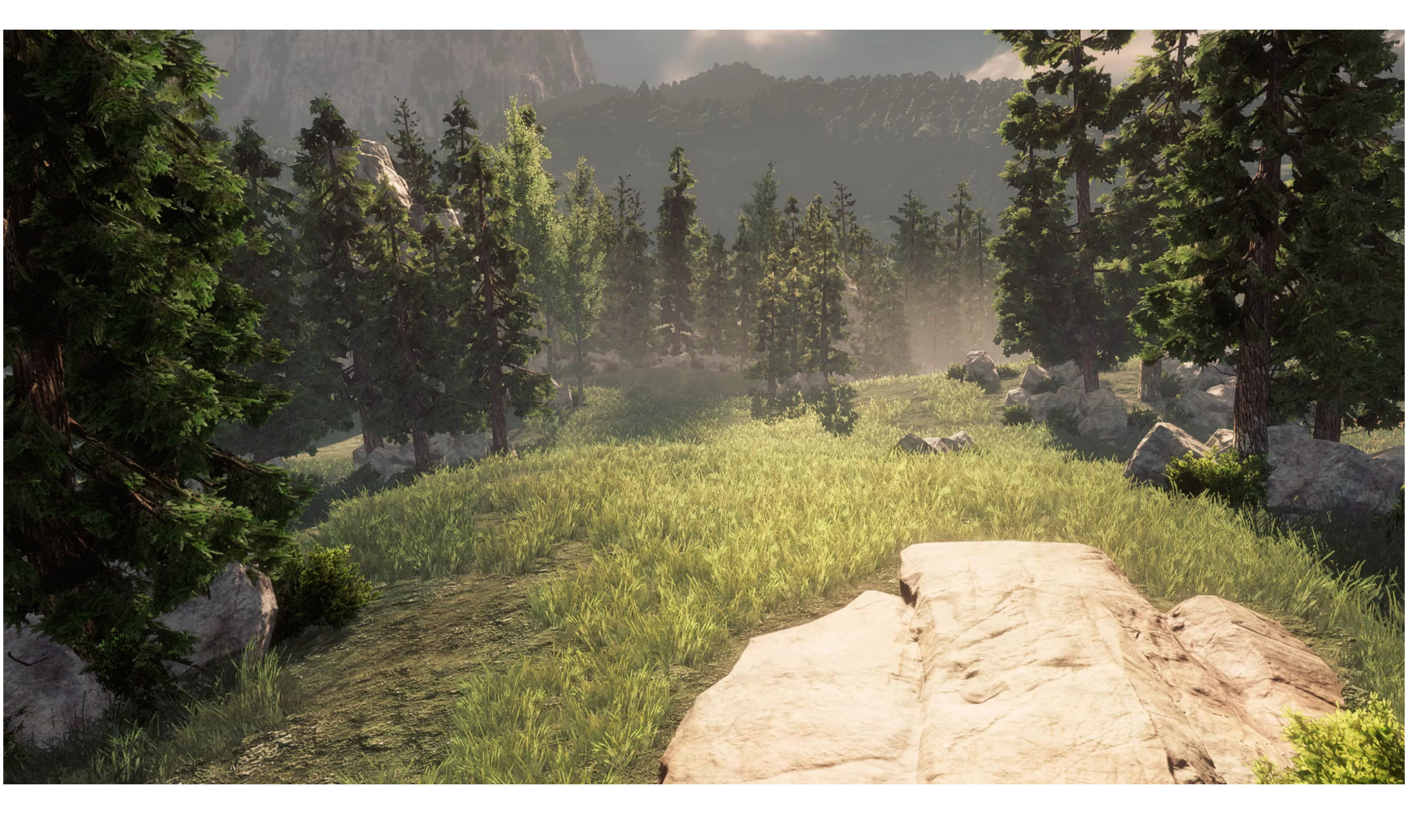
CLIFFSIDE

The cliffside is a large open area. There are a few trees that provide cover for some Pilots, but there is still not much to hide behind. Titans with range excel in this location, but beware of Pilots equipped with Charge Rifles because their range can do some serious damage to your hull. If you find yourself in a sticky situation outside of your Titan and there are multiple enemies on their way to your position but can't see you yet, there is a way to get away. Because of the position of the objectives here, there is a small nook in the back of the zone that is just a tad out of sight. Use this, along with Cloak, to hide as you make your escape from the enemy's grasp.



STRAIGHT

On the other side of the map from the cliffside is a large straight. It's an open field, and like the cliffside, there isn't much cover, but it can be seen from pretty far away. The major difference is that there is a plateau that can both provide cover and a great way to get away from enemy Titans attempting to smash you. They can chase you, but there are narrow cracks that you can slip through.



RECOMMENDED PILOT LOADOUTS

Rough Recon v2.0

Rough Recon is a strong loadout that requires a skilled player because this is a very specialized combination. Holo Pilot takes some time to restore its use, but that is not a problem as you should only need it when you're in danger. The combination of Holo Pilot and Kill Report should allow you to have a good survey of the where the action is and roughly where the enemies might be coming from, but in case there aren't any reports coming in you can be ready to launch your Holo Pilot and buy some time for you to get away. Both your primary weapon and your secondary weapon are meant for you to keep your distance, so don't be afraid to flee when the things get too hot and you need to get out of the kitchen. The difference between this version and its previous version is the weaponry. For certain maps, there is no need for the extremely powerful Kraber. Because of the Kraber's fire rate, being able to get off a second shot before your enemy finds cover or even charges after you is crucial, especially because the distance that your opponent needs to close is smaller.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: Holo Pilot	Create a holographic copy of yourself mimicking your actions when activated.
	Ordnance: Electric Smoke Grenade	Carpets an area with electric smoke.
	Primary Weapon: Longbow-DMR	Semi-auto sniper.
	Secondary Weapon: Thunderbolt	Fires a powerful ball of electricity.
	Kit 1: Fast Regen	Health regeneration begins sooner.
	Kit 2: Kill Report	Enemy death locations marked by skulls on the HUD.

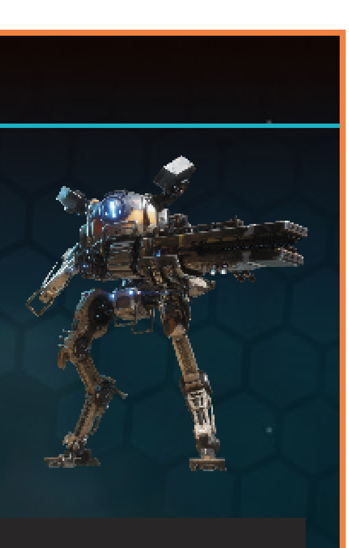
Tank

The Tank Loadout is built the way the name implies: a tank. You can't increase the health of your Pilot in any way possible, so there is only a couple ways to defend yourself from direct fire. Dropping a Particle Shield that you can fire outward is a great way to give you the advantage against enemy Pilots. The best areas to play this loadout is out of the reach of Titans and right in the pathway of Pilots. Pilots will want to take alternate routes that Titans cannot take, and you are the Pilot-sized Titan that can take more than your opponent. The Devotion gains a faster fire rate the longer you hold the trigger, allowing you to hold an entire sector with only your primary weapon and your Particle Shield.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Tactical: A-Wall	Pilot-sized particle shield that amps outgoing shots. Destroyable only at its protected base.
	Ordnance: Frag Grenade	Cookable explosive ordnance.
	Primary Weapon: Devotion	Ramps up fire rate over time.
	Secondary Weapon: Archer	Rocket launcher with Anti-Titan lock-on.
	Kit 1: Phase Embark	Quickly teleport into your Titan.
	Kit 2: Hover	Aiming while airborne allows you to hover.

RECOMMENDED TITANS

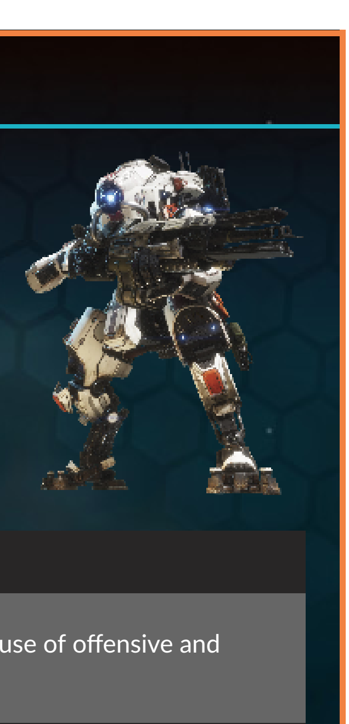
Northstar



This Titan loadout is ideal for this map because there are many opportunities to use Northstar's abilities, more so than any other map. Homestead is nothing but open space, which is perfect for Northstar. This Titan needs to be able to move around and avoid enemies, but sometimes you can be surprised by a Titan right in your face, which is why Twin Traps is equipped on this loadout. There is almost nowhere on this map that Northstar cannot see while keeping some distance, which is what makes this Titan loadout such a threat on Homestead. Use the two major lanes on either side of the Main Courtyard to keep enemy Titans at bay while your team controls your half of the map. This should really distract the enemy from attempting to control any objectives as they try to defeat you.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Stealth Auto-Eject	Automatically eject and Cloak when your Titan is doomed, preventing Pilot death.
	Northstar Kit: Twin Traps	Tether Trap fires two traps.
	Titanfall Kit: Dome-Shield	Protects your Titan after Titanfall.

Tone



This Titan loadout is great for this map because in the canal itself, most encounters are of the long-range variety, for the most part. Tone is not great for dealing with Pilots unless you really know what you're doing. The 40mm Tracker Cannon does have some splash damage, so a semi-accurate shot in the direct viscinity of a Pilot can take at least one out.

EQUIPMENT	SLOT/NAME	DESCRIPTION
	Titan Kit: Assault Chip	Improves Auto-Titan precision and enables the use of offensive and utility abilities.
	Tone Kit: Rocket Barrage	Tracker Rockets fire two additional missiles.
	Titanfall Kit: Dome-Shield	Protects your Titan after Titanfall.

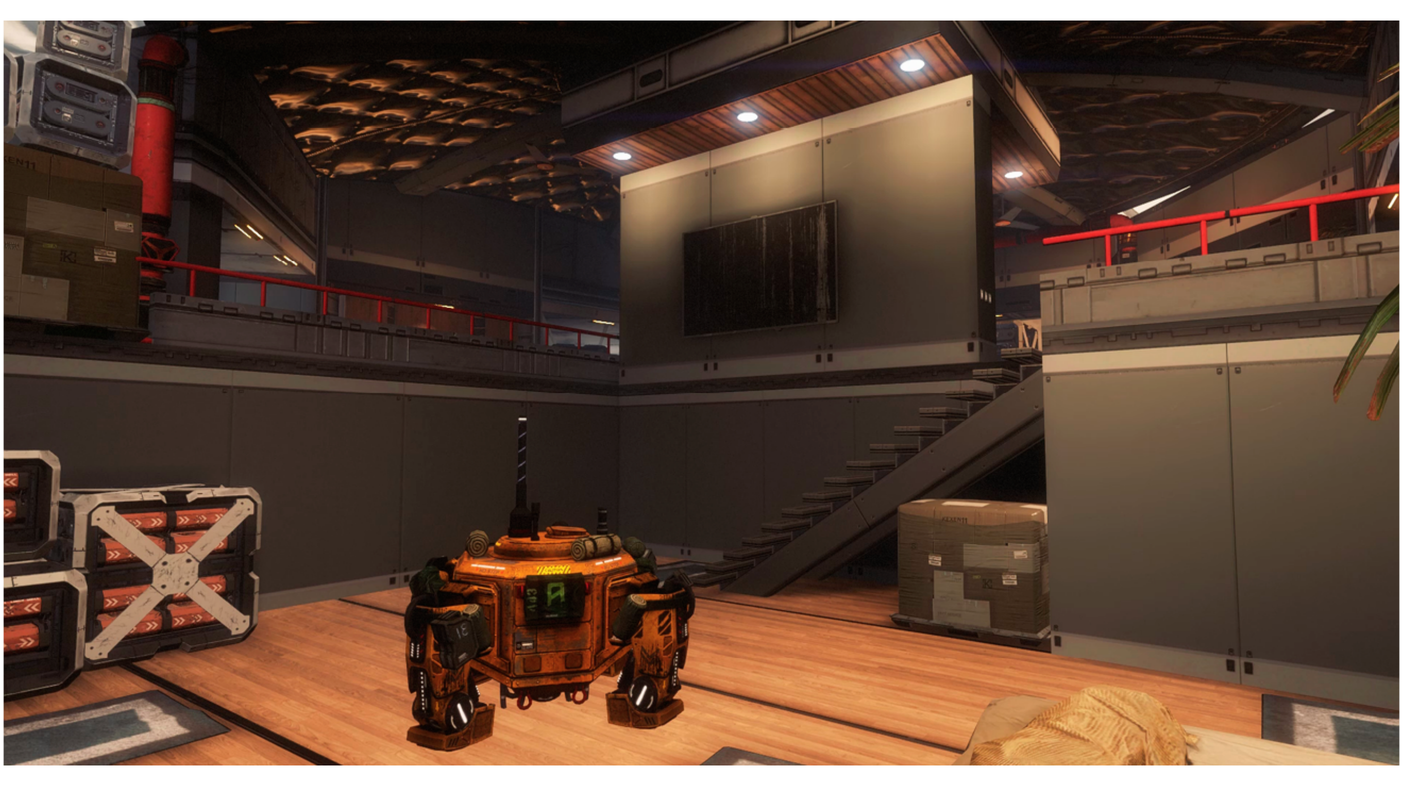
TITANFALL 2

Homestead

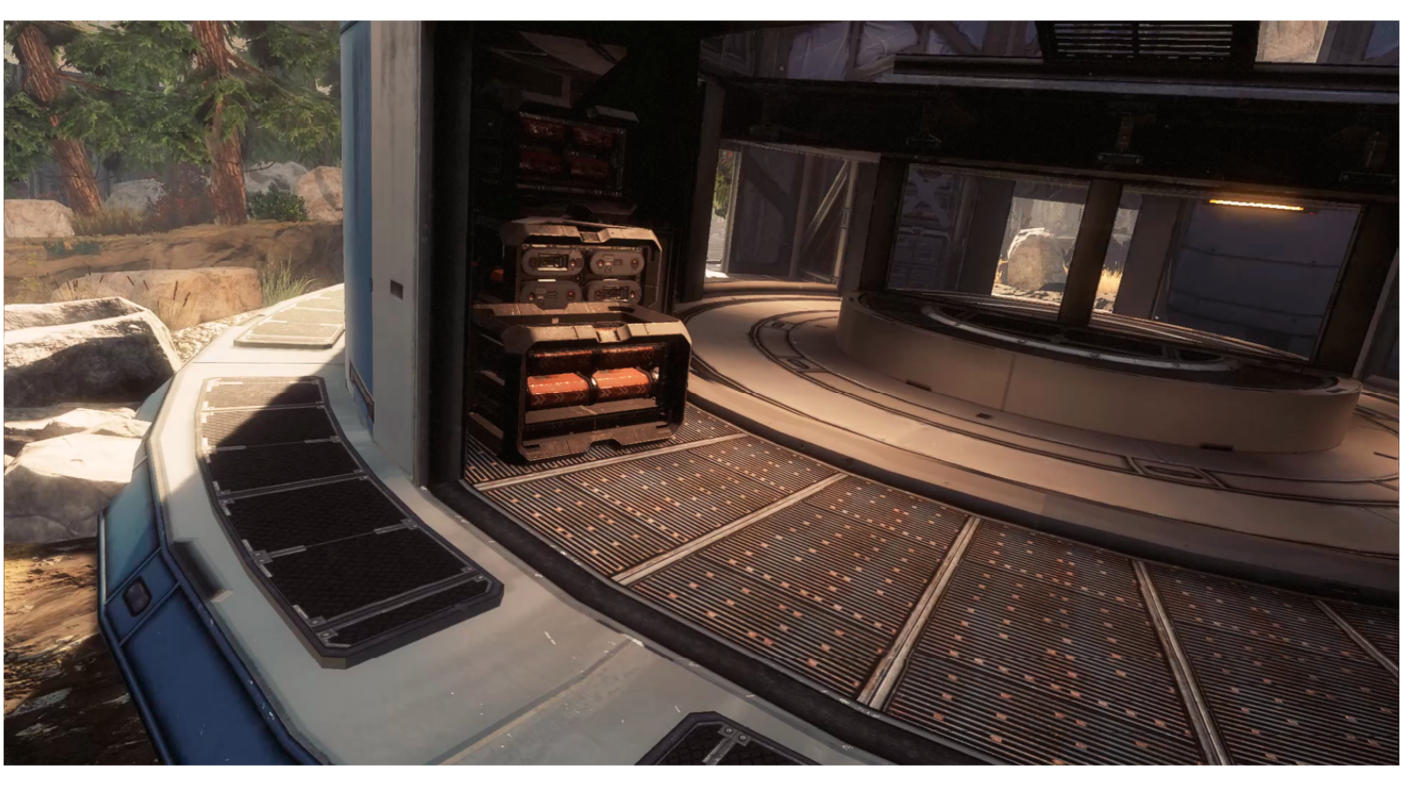
Game Mode Strategy

AMPED HARDPOINT

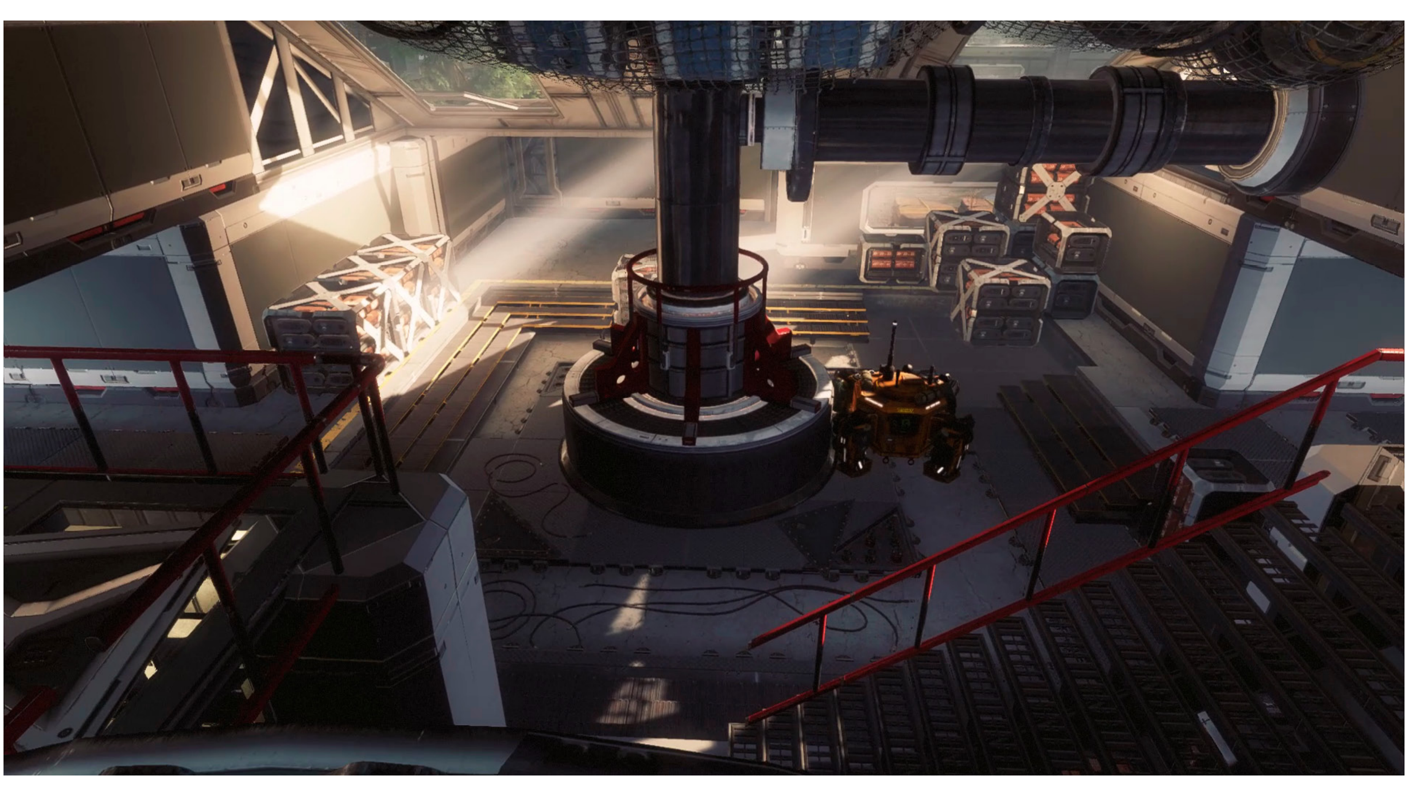
The hardpoints on Homestead are not even close to standard when compared to any map in *Titanfall 2*. Be prepared for anything and make sure you are equipped with the right gear for your role on the battlefield. The first hardpoint is located inside the mill and might take some outsmarting of the other team to gain access. The mill is relatively simple to defend, but it might not be very easy with only one Pilot. This hardpoint is ideal for being amped because of its defense capabilities. To attack the mill, you might have to draw the defenders out; try using Electric Smoke grenades.



The B hardpoint is located in the center at the silo, which makes for a tricky situation. In order to control this location, you must stay on the move and learn the capture area of the hardpoint. In order to stay alive you must stay on the move. However, you have to stay in the zone if you want to capture it. Capture the hardpoint and get out of there. You should defend the location from some distance and attempt to find cover.

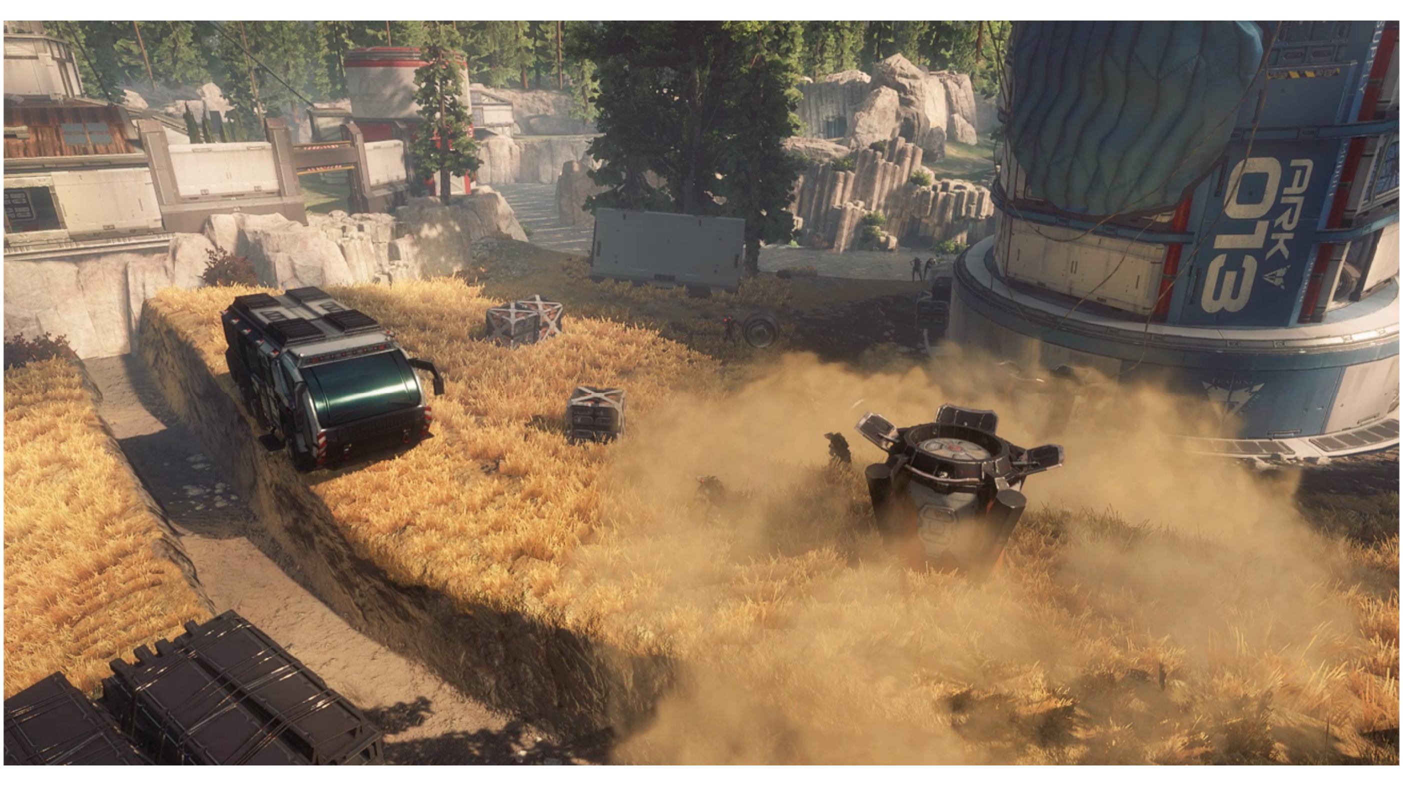


The final hardpoint is located deep within the apartment. The apartment is underground, and the hardpoint itself is even deeper in a lowered part of the floor. Capturing the C hardpoint is difficult because it has a very small capture radius and because of the sunken floor, which makes the line of sight out of the hole a bit blocked.

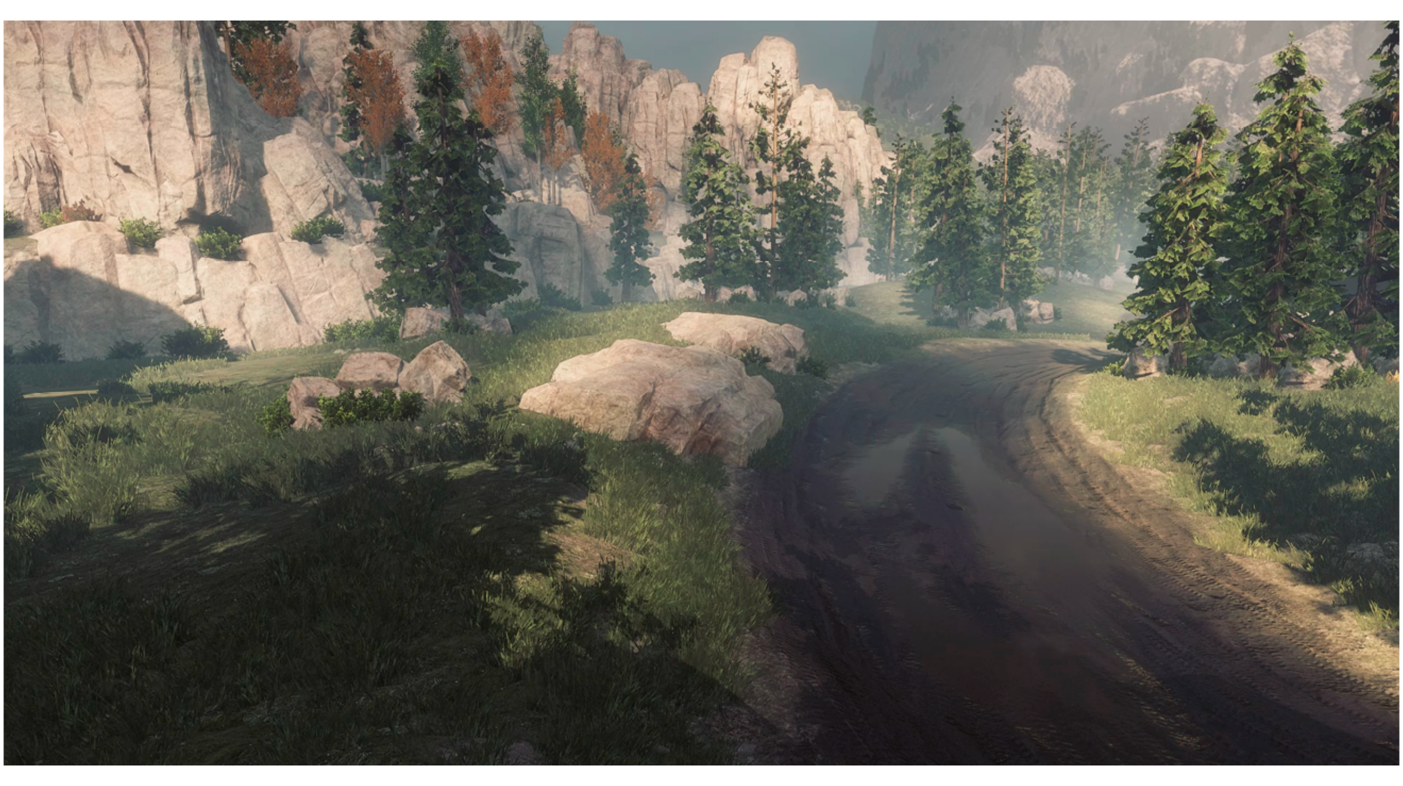


BOUNTY HUNT

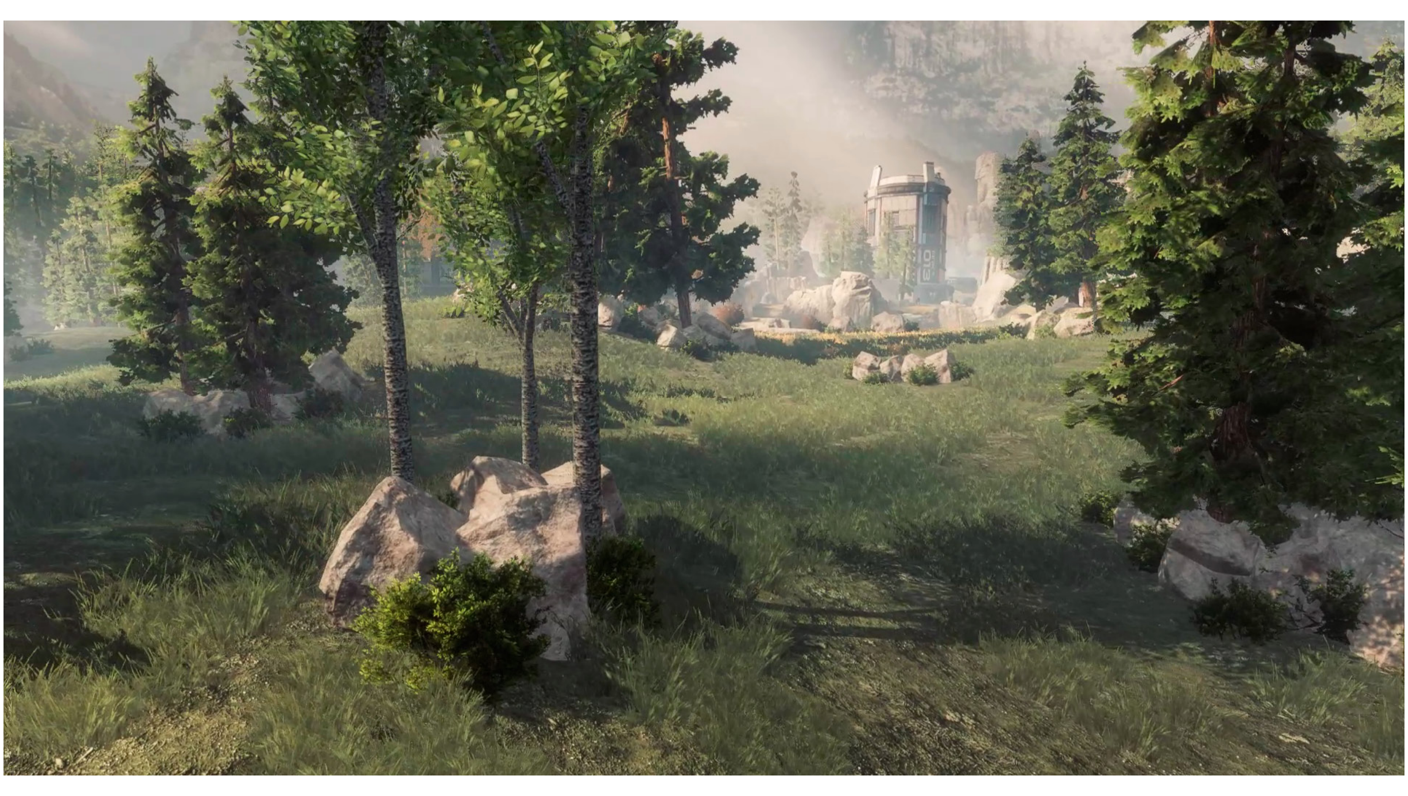
Bounty Hunt on Homestead is one giant crapshoot when it comes to getting the jump on the minions. Your job is to make the random outcome become less random. Do this by blocking the other team's advance into the Drop Zones while your other teammates go after bounties. The Tank Loadout is a loadout that is perfect for this case. Use it to blockade the path to the bounties or just to unload on a choke point, weakening the forces that are attempting to attack the team's position.



The middle Drop Zone happens at the silo, and there are several ways to get some easy minion kills. Use the silo as cover while you drop right in the middle of the action. Teams will battle over control of the center of the map, which means there will be a good number of snipers on the walls attempting to gain half bounties from Pilots. Moving on your team's side of the silo can keep you safer than "out of the action." Beware of enemies trying to cross over, and use your reflexes and some Electric Smoke to gain some bounties before heading back to your bank.

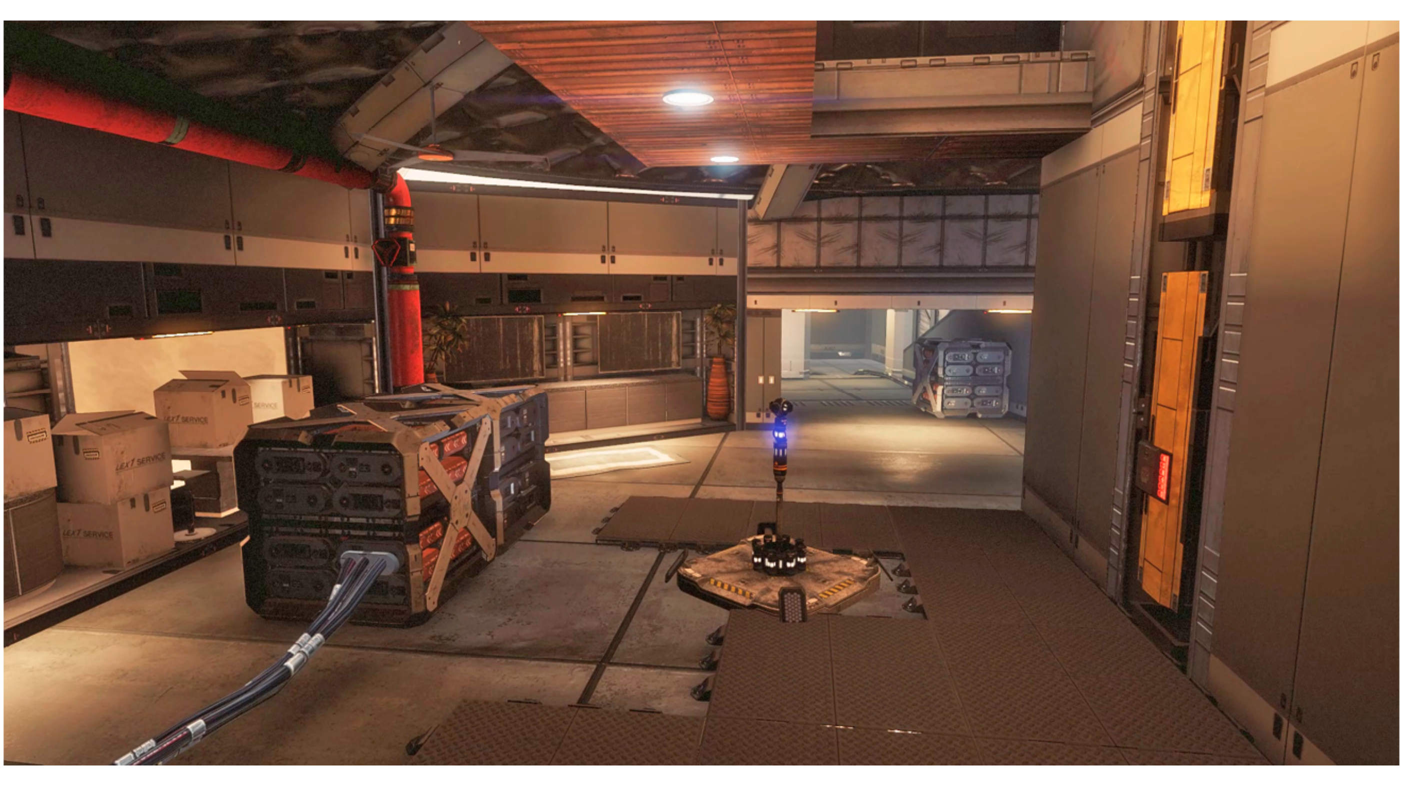


The two Drop Zones on the outside edges of the map are in extremely open areas and located in the straight and the cliffside. Titans excel in collecting bounties here. However, equipped with a sniper rifle, you can actually do some major damage. One major use for a Pilot during this phase of Bounty Hunt is to either team up on a Titan or make sure Pilots do not enter this zone at all. Separating yourself from the two different tiers of action is a good idea, but you may need to pay attention to just how much money the other team is gaining.

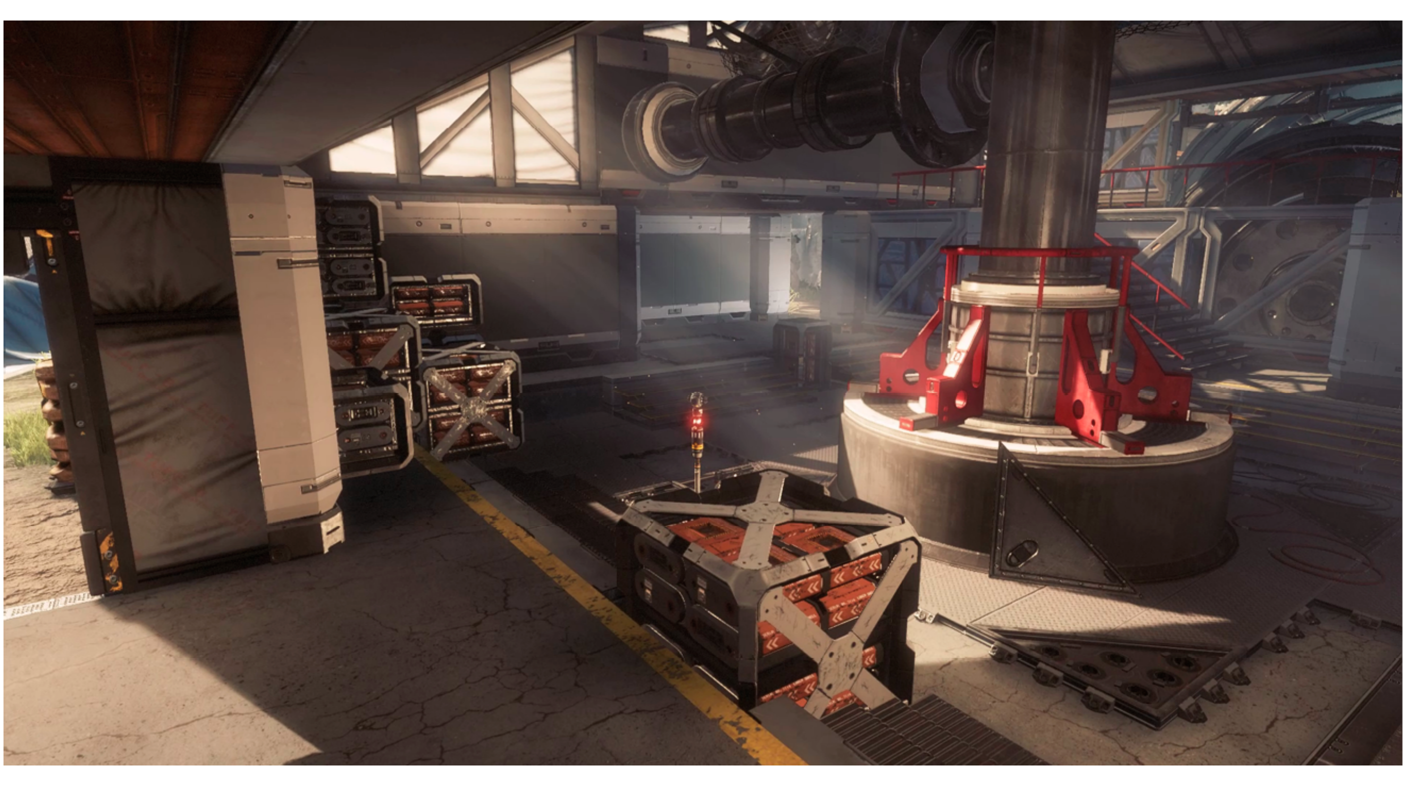


CAPTURE THE FLAG

Capture the Flag on Homestead requires a high amount of speed, like always, but the difference here is that you need to use some brute strength in order to block for your team, as if you were an American football or rugby player. Teamwork is essential in getting the enemy flag to your base, simply because of how open and flat the map is.



Take the flag right up the middle, if given the chance. Unlike most maps, the middle of the map is the most protected, which makes it the safest. The main thing to note, however, is the fact that the middle lane is also the quickest and the most obvious to most players, which means they will most likely be looking out for this run. With the right protection and speed, you can really make this middle lane work for you and see a successful end.



PILOTS VS. PILOTS

Strap in tight and prepare for a tactical and calculated match of Pilots vs. Pilots on Homestead. Crossing the center no man's zone is dangerous, but sometimes encroaching on enemy territory is exactly what your team needs in order to apply pressure. The Tank Loadout can be used to defend a location, but it isn't the best for attacking. Try equipping something with a little more mobility to attack the enemy spawn because there is a good chance that if you have pushed them back, they will go into hiding, meaning you'll have to get close anyway. Using the Pulse Blade, you shouldn't have a problem finding the enemy's location, but be careful because it does not take much to push your team right back out.

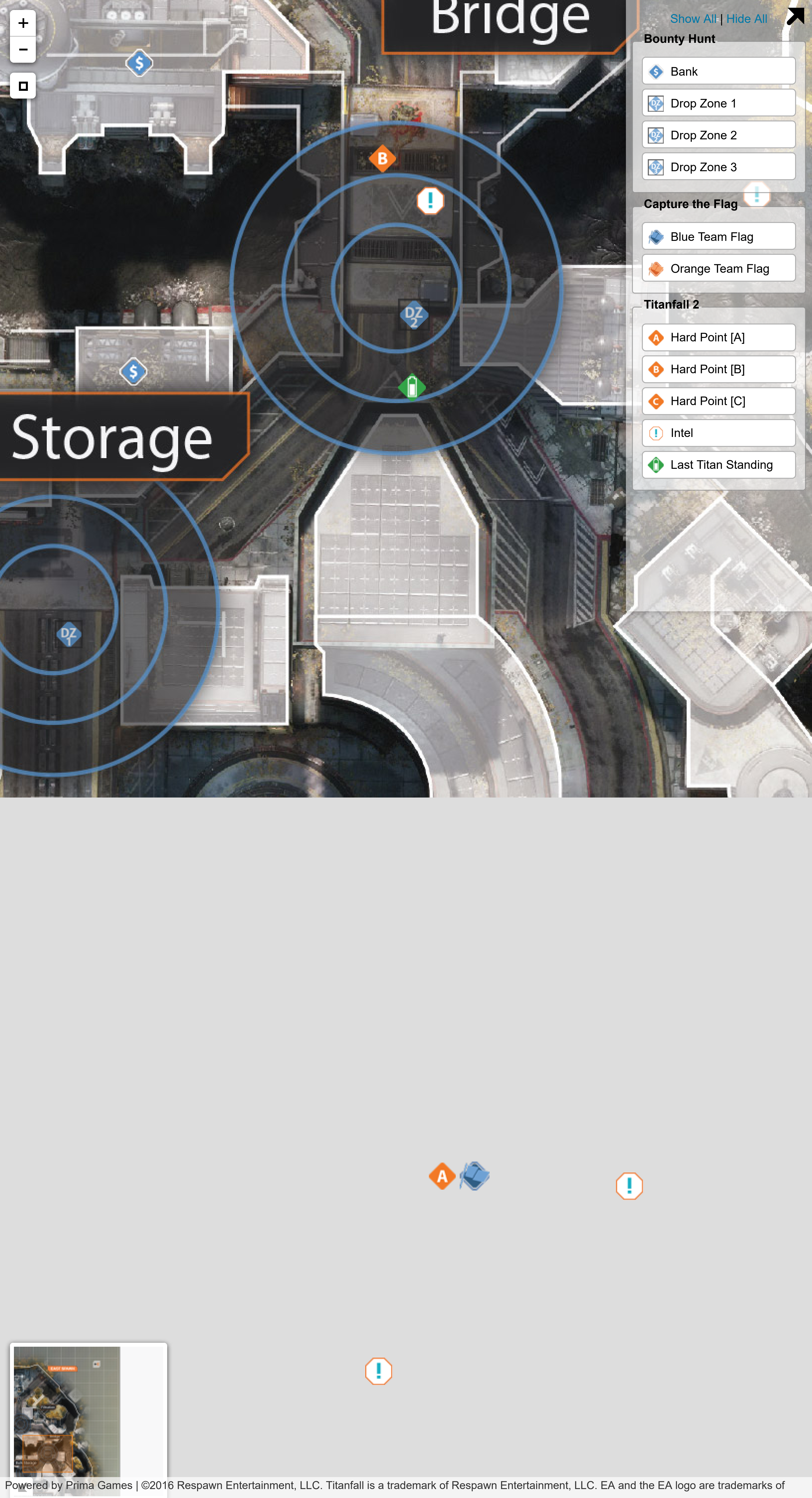
LAST TITAN STANDING

Homestead is the map that is made to show off your best skills while Piloting a Titan. There is room for every Titan on Homestead, but there are a few than can excel if operated properly. Because of the size of Homestead, positioning does not have an incredible amount of power against the enemy, but in some cases it could. On either end of the map near the team's spawns, there are some narrow pathways that do not bode well for Titans designed for distance.

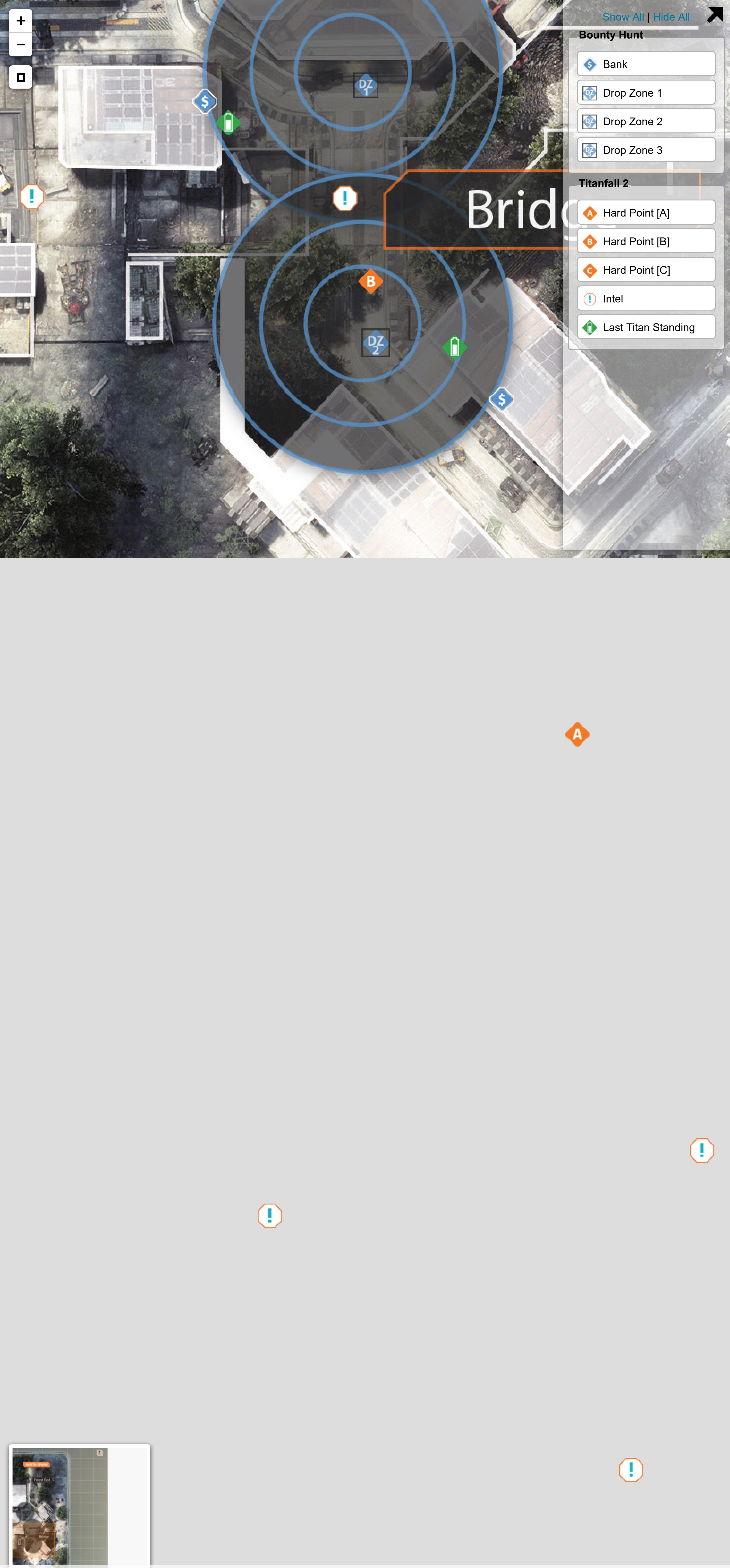
The Titans that will really do well here are Northstar and Tone. Each of these loadouts have incredible range, but the mobility of Northstar is far superior to almost every other Titan. Tone's firepower can demolish the average player from some distance, which can counteract mobility in most cases. Tone is an Atlas class, which still makes it rather mobile.

ATTRITION

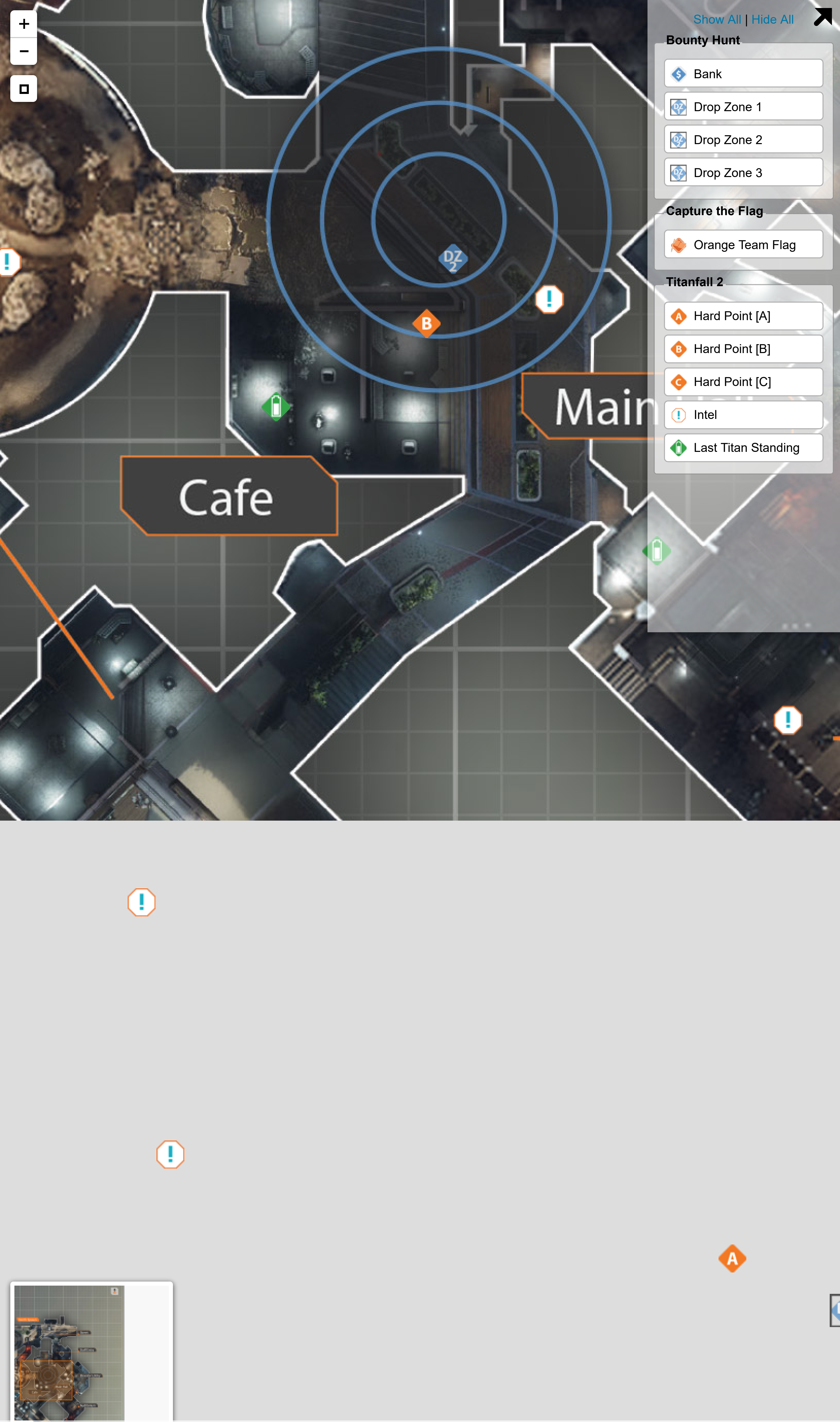
Homestead is a large wide-open map which becomes a glory stadium for snipers and Northstar. Use distance and speed to evade the enemy as well as take out your targets. Earning your Titan early is not necessarily a priority here because your target is other Pilots, especially if you are a good sniper. If you are not great at long distance, do what you can to flank the enemy and fight at a pace they are not comfortable with. The hot-spots are definitely in the center as well as each team's spawn location. Try not to get caught from behind and the front will stay a target-rich environment. Good luck, Pilot.


Bridge
Storage
B
DZ 2
DZ 1
A
+
−
Show All | Hide All
Bounty Hunt
Bank
Drop Zone 1
Drop Zone 2
Drop Zone 3
Capture the Flag
Blue Team Flag
Orange Team Flag
Titanfall 2
Hard Point [A]
Hard Point [B]
Hard Point [C]
Intel
Last Titan Standing

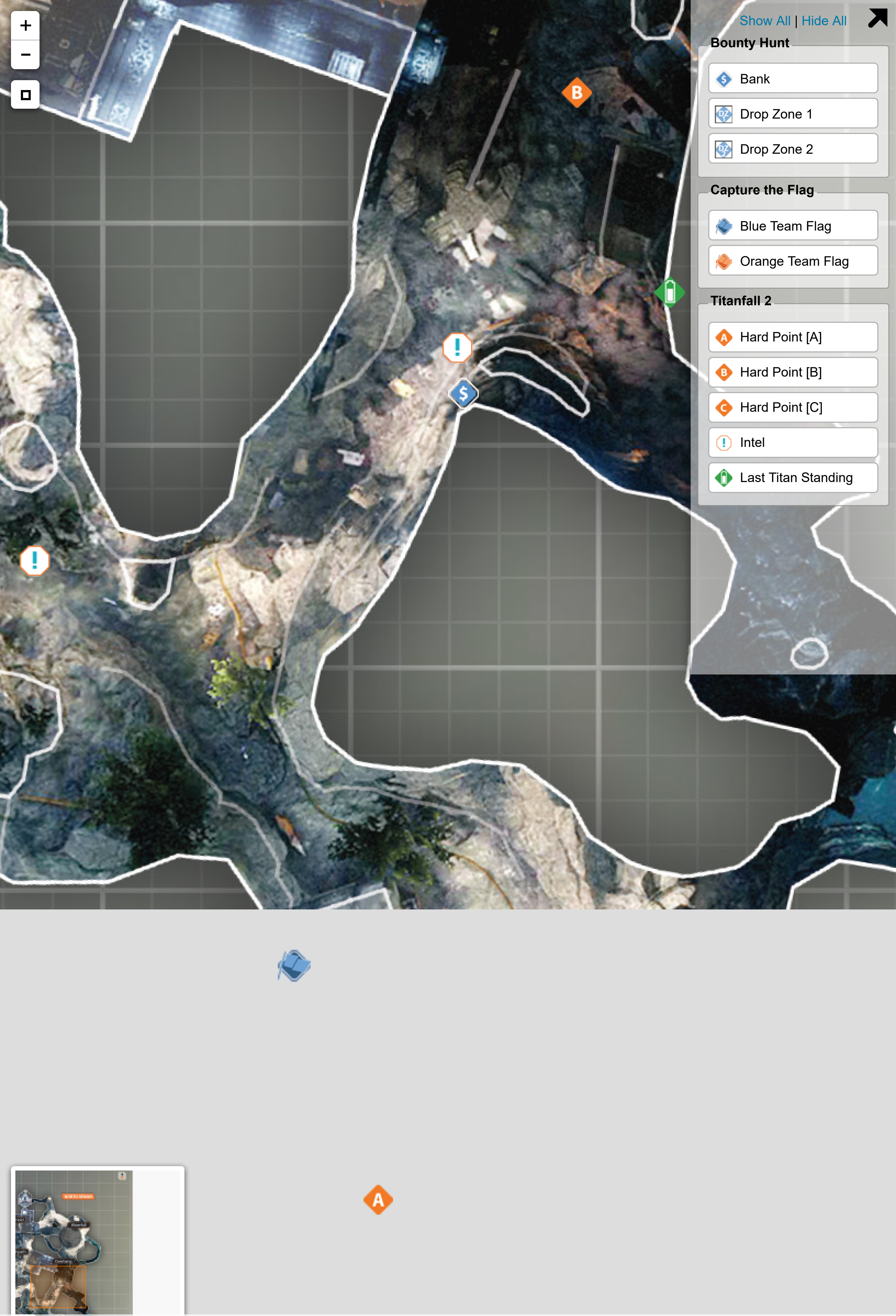
Powered by Prima Games | ©2016 Respawn Entertainment, LLC. Titanfall is a trademark of Respawn Entertainment, LLC. EA and the EA logo are trademarks of Electronic Arts Inc.


+
−
Show All | Hide All
Bounty Hunt
Bank
Drop Zone 1
Drop Zone 2
Drop Zone 3
Titanfall 2
Hard Point [A]
Hard Point [B]
Hard Point [C]
Intel
Last Titan Standing
Brid
DZ 1
DZ 2
B
A

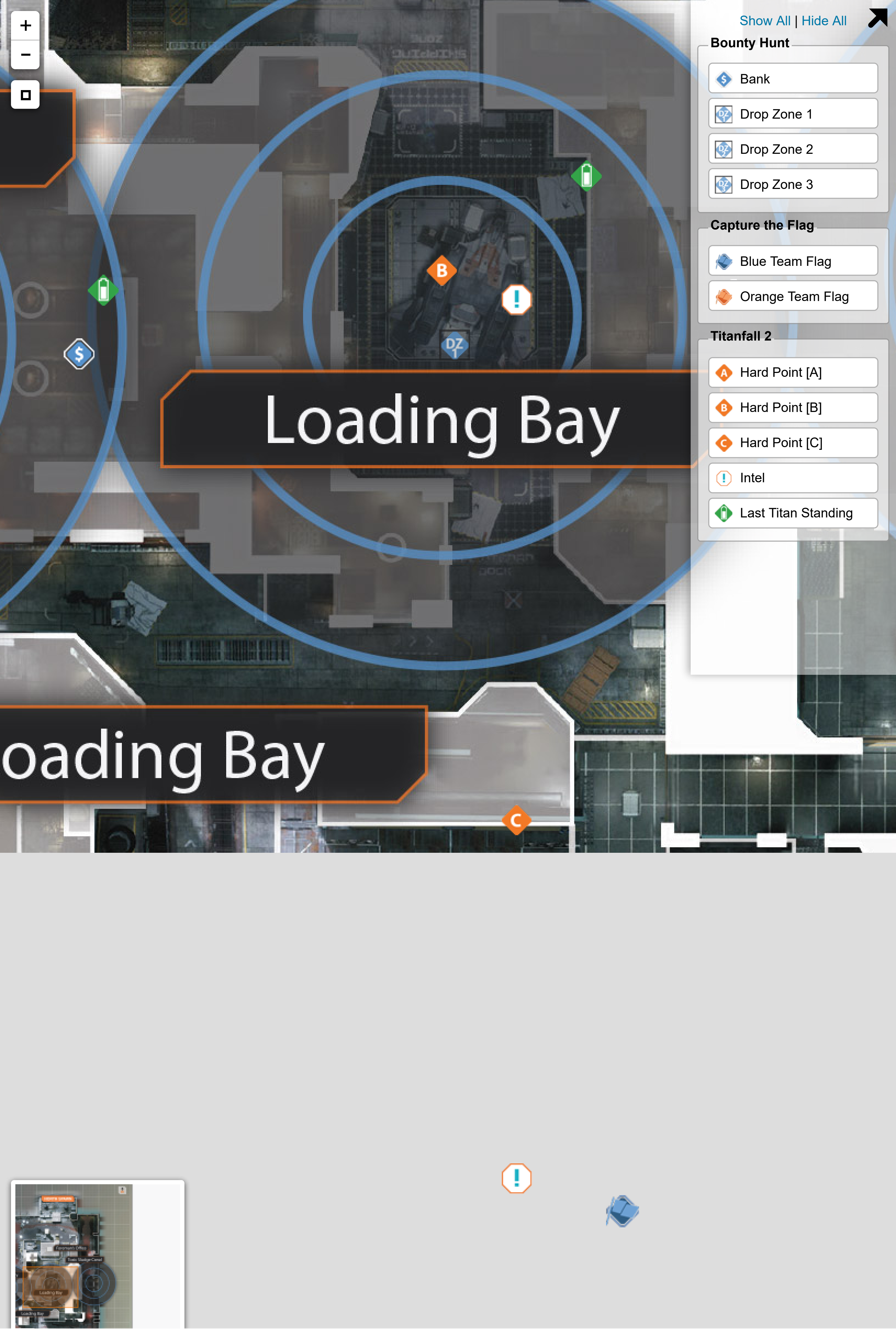
Powered by Prima Games | ©2016 Respawn Entertainment, LLC. Titanfall is a trademark of Respawn Entertainment, LLC. EA and the EA logo are trademarks of Electronic Arts Inc.


+
−
Show All | Hide All
Bounty Hunt
Bank
Drop Zone 1
Drop Zone 2
Drop Zone 3
Capture the Flag
Orange Team Flag
Titanfall 2
Hard Point [A]
Hard Point [B]
Hard Point [C]
Intel
Last Titan Standing
DZ 2
B
Main
Cafe
A

Powered by Prima Games | ©2016 Respawn Entertainment, LLC. Titanfall is a trademark of Respawn Entertainment, LLC. EA and the EA logo are trademarks of Electronic Arts Inc.

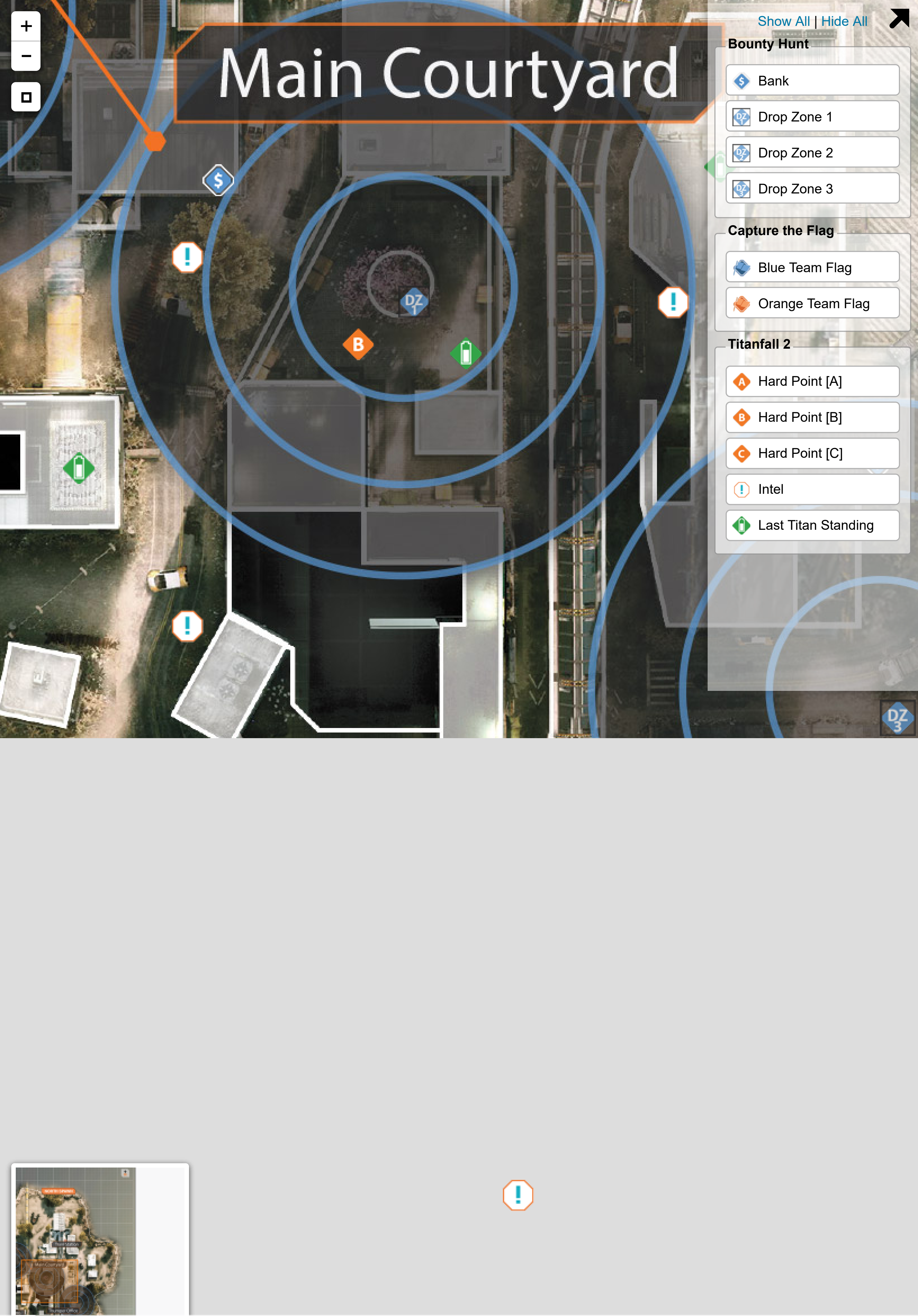

+
−
Show All | Hide All
Bounty Hunt
Bank
Drop Zone 1
Drop Zone 2
Capture the Flag
Blue Team Flag
Orange Team Flag
Titanfall 2
Hard Point [A]
Hard Point [B]
Hard Point [C]
Intel
Last Titan Standing
B
$
A

Powered by Prima Games | ©2016 Respawn Entertainment, LLC. Titanfall is a trademark of Respawn Entertainment, LLC. EA and the EA logo are trademarks of Electronic Arts Inc.

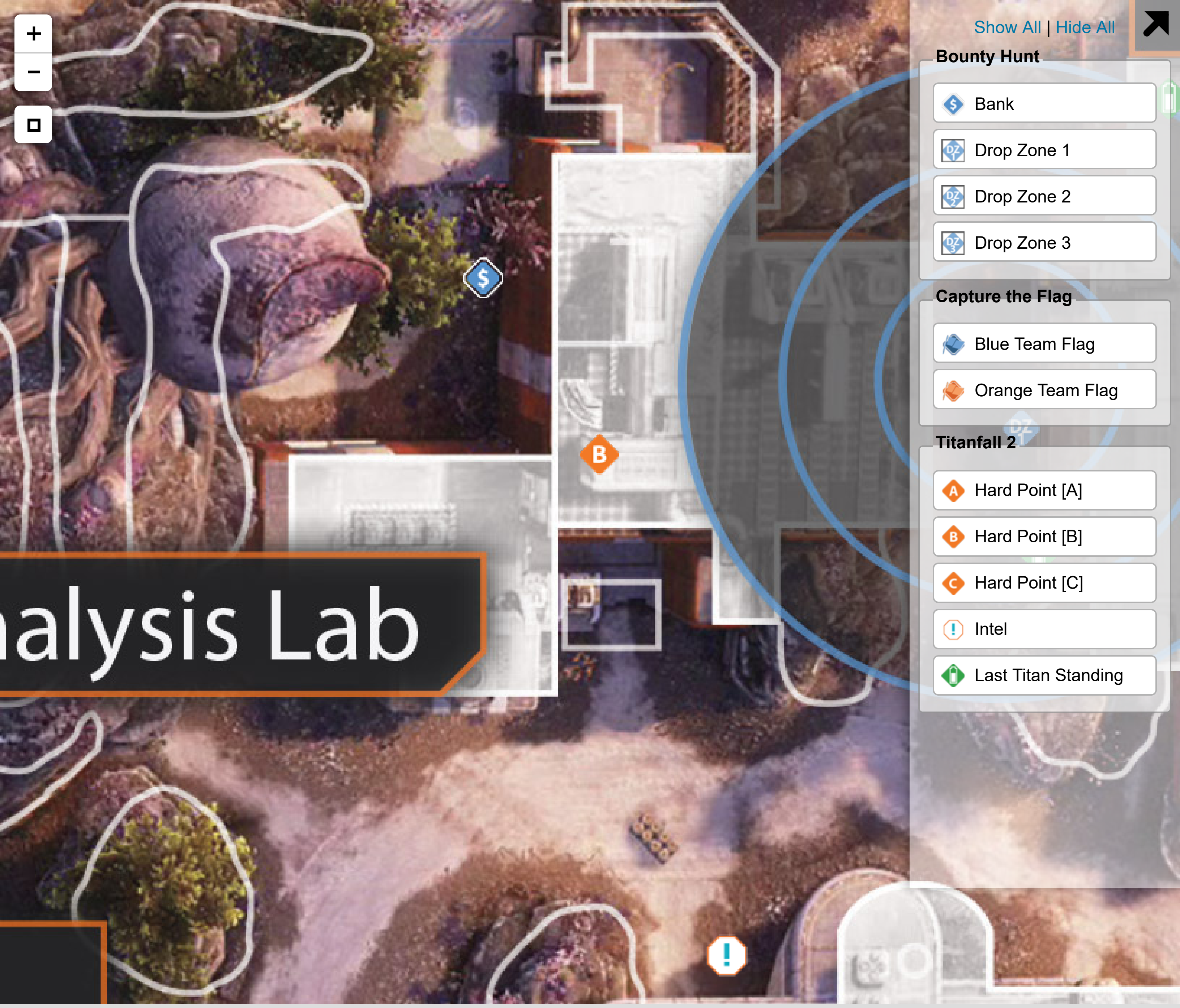


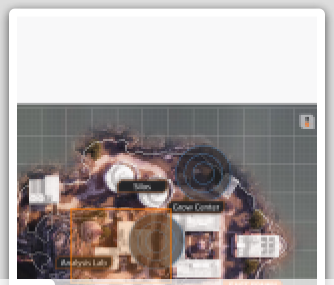
+
−
Show All | Hide All
Bounty Hunt
Bank
Drop Zone 1
Drop Zone 2
Drop Zone 3
Capture the Flag
Blue Team Flag
Orange Team Flag
Titanfall 2
Hard Point [A]
Hard Point [B]
Hard Point [C]
Intel
Last Titan Standing
Loading Bay
oading Bay
B
C
DZ 1
$
!

Powered by Prima Games | ©2016 Respawn Entertainment, LLC. Titanfall is a trademark of Respawn Entertainment, LLC. EA and the EA logo are trademarks of Electronic Arts Inc.

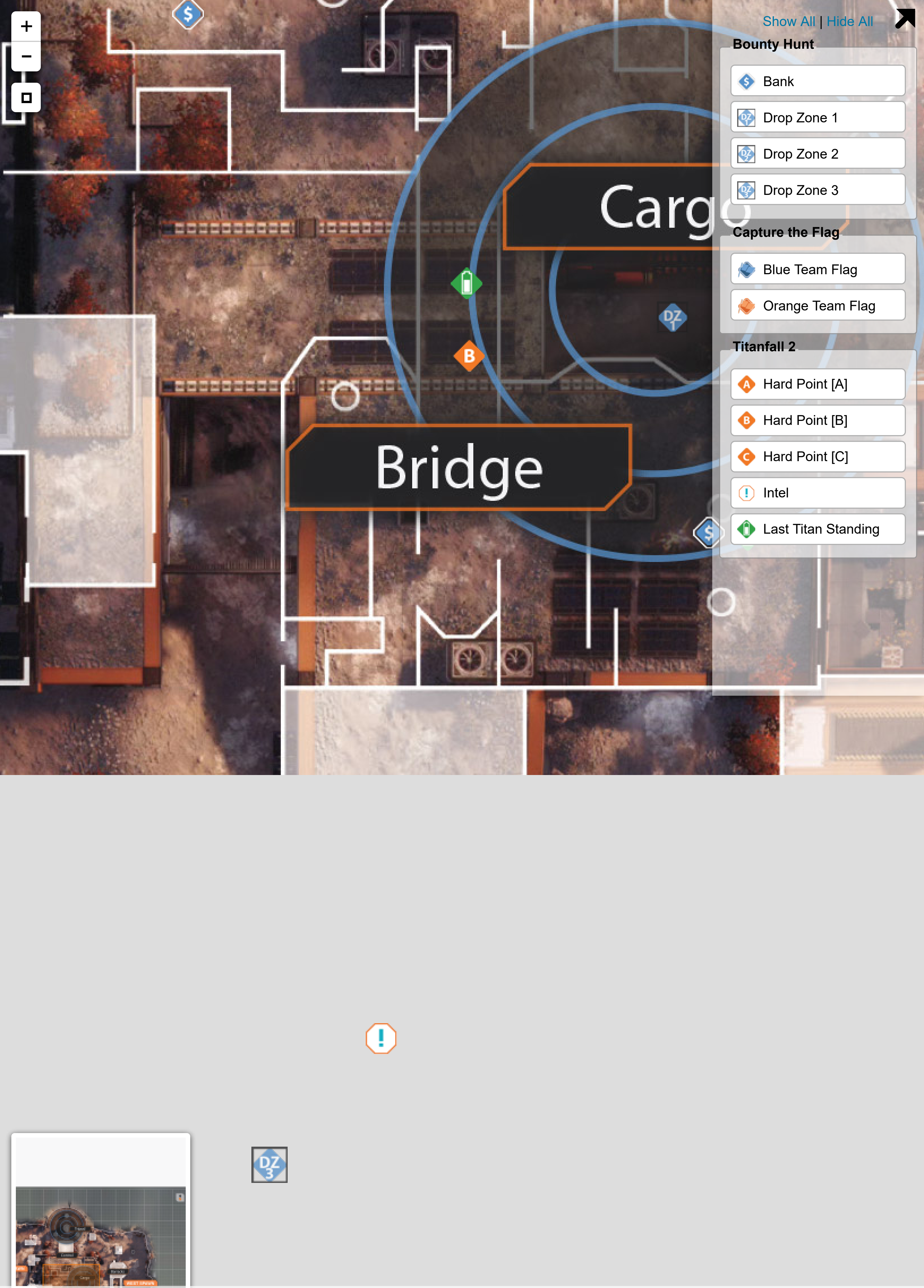

Main Courtyard
Show All | Hide All
Bounty Hunt
Bank
Drop Zone 1
Drop Zone 2
Drop Zone 3
Capture the Flag
Blue Team Flag
Orange Team Flag
Titanfall 2
Hard Point [A]
Hard Point [B]
Hard Point [C]
Intel
Last Titan Standing
$
DZ 1
B
DZ 3

Powered by Prima Games | ©2016 Respawn Entertainment, LLC. Titanfall is a trademark of Respawn Entertainment, LLC. EA and the EA logo are trademarks of Electronic Arts Inc.

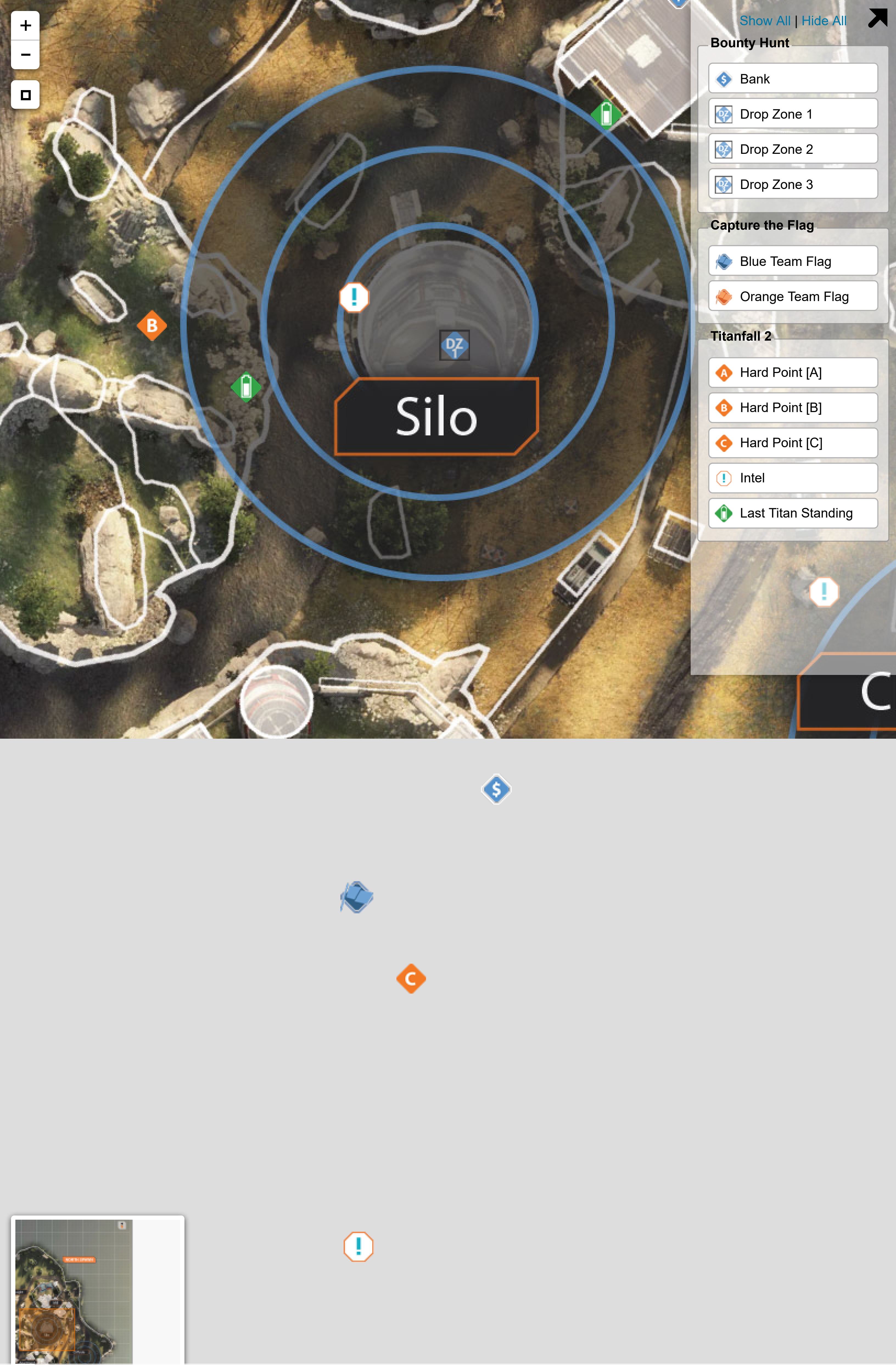

+
−
alysis Lab
B
Show All | Hide All
Bounty Hunt
Bank
Drop Zone 1
Drop Zone 2
Drop Zone 3
Capture the Flag
Blue Team Flag
Orange Team Flag
Titanfall 2
Hard Point [A]
Hard Point [B]
Hard Point [C]
Intel
Last Titan Standing



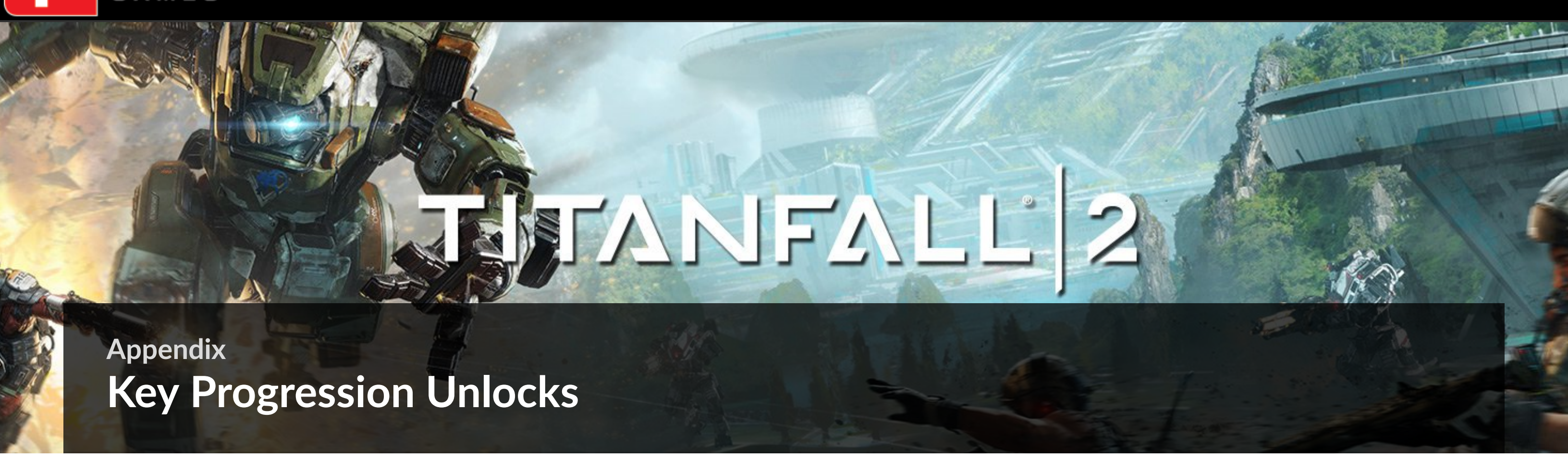
Powered by Prima Games | ©2016 Respawn Entertainment, LLC. Titanfall is a trademark of Respawn Entertainment, LLC. EA and the EA logo are trademarks of Electronic Arts Inc.


Cargo
Bridge
B
DZ 1
DZ 3
Show All | Hide All
Bounty Hunt
Bank
Drop Zone 1
Drop Zone 2
Drop Zone 3
Capture the Flag
Blue Team Flag
Orange Team Flag
Titanfall 2
Hard Point [A]
Hard Point [B]
Hard Point [C]
Intel
Last Titan Standing

Powered by Prima Games | ©2016 Respawn Entertainment, LLC. Titanfall is a trademark of Respawn Entertainment, LLC. EA and the EA logo are trademarks of Electronic Arts Inc.


Show All | Hide All
Bounty Hunt
Bank
Drop Zone 1
Drop Zone 2
Drop Zone 3
Capture the Flag
Blue Team Flag
Orange Team Flag
Titanfall 2
Hard Point [A]
Hard Point [B]
Hard Point [C]
Intel
Last Titan Standing
Silo
DZ 1
B
C
$

Powered by Prima Games | ©2016 Respawn Entertainment, LLC. Titanfall is a trademark of Respawn Entertainment, LLC. EA and the EA logo are trademarks of Electronic Arts Inc.



Appendix

Key Progression Unlocks

ASSAULT RIFLES

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	R-201 Carbine	1	—
	Hemlok BF-R	13	100 Credits
	G2A5	35	100 Credits
	V-47 Flatline	47	100 Credits

SMGS

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	CAR SMG	1	—
	Alternator	8	100 Credits
	Volt	27	100 Credits
	R-97	41	100 Credits

LIGHT MACHINE GUNS

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	Spitfire	1	—
	L-Star	2	100 Credits
	X-55 Devotion	24	100 Credits

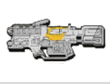
SNIPER RIFLES

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	Kraber-AP Sniper	1	—
	D-2 Double Take	16	100 Credits
	Longbow-DMR	38	100 Credits

SHOTGUNS

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	EVA-8 Auto	1	—
	Mastiff	19	100 Credits

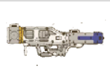
GRENADIER

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	Sidewinder SMR	1	—
	EPG-1	5	100 Credits
	R-6P Softball	30	100 Credits
	EM-4 Cold War	45	100 Credits

PISTOLS

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	Hammond P2016	1	—
	RE-45 Auto	1	—
	SA-3 Mozambique	10	100 Credits
	B3 Wingman	32	100 Credits

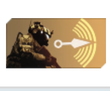
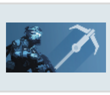
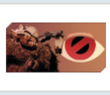
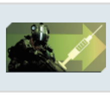
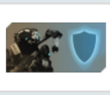
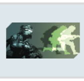
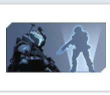
ANTI- TITAN WEAPONS

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	Charge Rifle	1	—
	MGL Mag Launcher	1	—
	LG-97 Thunderbolt	21	100 Credits
	Archer	43	100 Credits

ORDNANCE

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	Frag Grenade	1	—
	Arc Grenade	1	—
	Firestar	1	—
	Gravity Star	9	220 Credits
	Electric Smoke Grenade	22	220 Credits
	Satchel	37	220 Credits

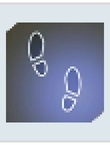
TACTICAL ABILITIES

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	Pulse Blade	1	—
	Grapple	1	—
	Cloak	1	—
	Stim	3	180 Credits
	A-Wall	14	180 Credits
	Phase Shift	26	180 Credits
	Holo Pilot	36	180 Credits

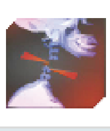
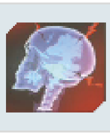
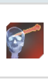
PILOT KIT 1

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	Power Cell	1	—
	Fast Regen	1	—
	Ordanance Expert	18	125 Credits
	Phase Embark	29	125 Credits

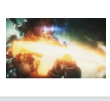
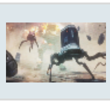
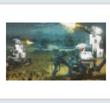
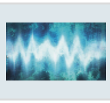
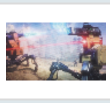
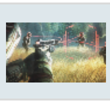
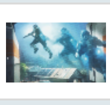
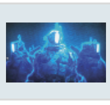
PILOT KIT 2

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	Kill Report	1	—
	Wallhang	1	—
	Hover	25	225 Credits
	Low Profile	40	225 Credits

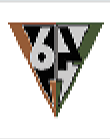
EXECUTIONS

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	Neckbreaker	1	—
	Knee Plus	—	Advocate Gift
	2-3-2 Combo	—	Advocate Gift
	Grand Theft Semi- Auto	—	Advocate Gift
	In Your Face	—	Advocate Gift

BOOSTS

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	Amped Weapons	1	—
	Ticks	6	250 Credits
	Pilot Sentry	17	250 Credits
	Map Hack	23	250 Credits
	Battery Back-Up	28	250 Credits
	Radar Jammer	31	250 Credits
	Titan Sentry	34	250 Credits
	Smart Pistol	42	250 Credits
	Phase Rewind	44	250 Credits
	Hard Cover	46	250 Credits
	Dice Roll	48	250 Credits
	Holo Pilot Nova	50	250 Credits

FACTIONS

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	Marauder Corps	1	—
	Apex Predators	12	100 Credits
	Vinson Dynamics	20	100 Credits
	Angel City Elite	33	100 Credits
	The 6-4	39	100 Credits
	Ares Division	49	100 Credits

TITANS

IMAGE	NAME	UNLOCK LEVEL	UNLOCK COST
	Ion	1	—
	Scorch	1	—
	Northstar	1	—
	Ronin	7	10 Credits
	Tone	11	15 Credits
	Legion	15	20 Credits

TITANFALL 2

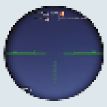
Appendix

Weapon Attachments

MODS

IMAGE	ATTACHMENT	WEAPON LEVEL	UNLOCK COST
	Extra Ammo	2	3 Credits
	Gunrunner	4	12 Credits
	Speedloader	5	18 Credits
	Gun Ready	7	30 Credits
	Quick Swap	8	36 Credits
	Tactikill	9	42 Credits
	Charge Hack (Charge Rifle only)	3	
	Pro Screen	Regen	156 Credits
	Ricochet (Sniper Rifles only)	9	29 Credits
	Suppressor (Pistols only)	3	5 Credits

OPTICS

IMAGE	ATTACHMENT	WEAPON LEVEL	UNLOCK COST
	Holosight	3	7 Credits
	Threat Scope	10	48 Credits
	HCOG Ranger	6	24 Credits
	HCOG	3	7 Credits
	AOG	3	7 Credits
	Variable Zoom (Sniper Rifles only)	3	5 Credits
	Extra Mod Slot	Regen	50 Credits

TITANFALL 2

Appendix

Titan Kit Unlocks

ION

IMAGE	NAME	TITAN LEVEL	UNLOCK COST
	Entangled Energy	1	–
	Zero Point Tripwire	6	24 Credits
	Vortex Amplifier	7	24 Credits
	Grand Cannon	8	24 Credits

SCORCH

IMAGE	NAME	TITAN LEVEL	UNLOCK COST
	Wildfire Launcher	1	–
24	Tempered Plating	6	24 Credits
24	Inferno Shield	7	24 Credits
24	Fuel for the Fire	8	24 Credits

NORTHSTAR

IMAGE	NAME	TITAN LEVEL	UNLOCK COST
	Piercing Shot	1	–
24	Enhanced Payload	6	24 Credits
24	Twin Traps	7	24 Credits
24	Viper Thrusters	8	24 Credits

RONIN

IMAGE	NAME	TITAN LEVEL	UNLOCK COST
	Ricochet Rounds	1	–
	Thunderstorm	6	24 Credits
	Temporal Anomaly	7	24 Credits
	Highlander	8	24 Credits

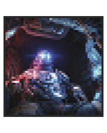
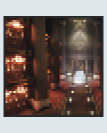
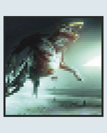
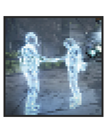
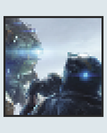
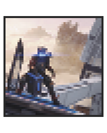
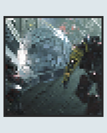
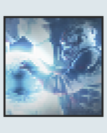
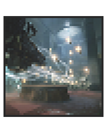
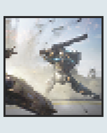
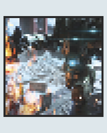
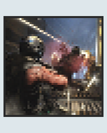
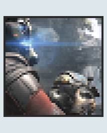
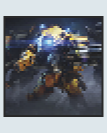
TONE

IMAGE	NAME	TITAN LEVEL	UNLOCK COST
	Enhanced Tracker Rounds	1	–
	Reinforced Particle Wall	6	24 Credits
	Pulse-Echo	7	24 Credits
	Rocket Barrage	8	24 Credits

LEGION

IMAGE	NAME	TITAN LEVEL	UNLOCK COST
	Enhanced Ammo Capacity	1	–
	Sensor Array	6	24 Credits
	Bulwark	7	24 Credits
	Light-Weight Alloys	8	24 Credits

TITANFALL 2

IMAGE	NAME	DESCRIPTION
CAMPAIGN: MISSION SPECIFIC		
	The Student...	Beat Pilot Anderson's Gauntlet ghost recorder time
	...Becomes the Master	Placed in the top 3 on the Gauntlet scoreboard
	The Graduate	Completed training (Secret)
	BT Prime	Fully Powered BT 7274 (Secret)
	Hot Mess	Defeated Kane (Secret)
	Close Shave	Kept Lt. Shaver and Lt. Freeborn Alive (Secret)
	Some Shortcut!	Entered the World Foundry (Secret)
	Incepted	Climbed the Sideways Town (Secret)
	I'm Not Locked in Here With You	Defeated the Reapers in Ash's Simulation Dome (Secret)
	Dust to Dust	Defeated Ash (Secret)
	It Was Coming Right For Us	Killed a Caged Prowler in the Wildlife Research Labs
	Following the Footsteps	Viewed Anderson's first Holographic Log (Secret)
	Secret Plans	Completed Special Operation 217 (Secret)
	Unlicensed Nuclear Accelerator	Found the Arc Tool (Secret)
	Calling CQ	Powered the Beacon (Secret)
	4 Bars	Retrieved a working Uplink Module (Secret)
	See You at the Party	Defeated Richter (Secret)
	Pied Piper	Used the Arc Tool to activate a Stalker rack (Secret)
	Precious Cargo	Located the Ark (Secret)
	Defanged	Defeated Viper (Secret)
	The Ark	Secured the Ark (Secret)
	Titanfall!	Called in a new BT (Secret)
	The Real Pilot's Gauntlet	Completed the rising world run (Secret)
	No Salvage	Defeated Slone (Secret)
CAMPAIGN: GLOBAL TITAN		
	Excessive Force	Destroyed a Titan with your Burst Core in the Campaign
	Angel of Death	Destroyed a Titan with your Flight Core in the Campaign
	Fire Everything!	Destroyed a Titan with your Salvo Core in the Campaign
	I Have the Power!	Destroyed a Titan with your Sword Core in the Campaign
	Face Melter	Destroyed a Titan with your Laser Core in the Campaign
	Aim Bot	Destroyed a Titan with your Smart Core in the Campaign
	Flame On!	Destroyed a Titan with your Flame Core in the Campaign
	Coup de Grace	Destroyed a Mercenary Titan with a melee execution in the Campaign
	Hat Trick	Destroyed 3 enemy Titans with 1 Core ability in the Campaign
	Annihilation	Killed 25 infantry in 2 seconds as a Titan in the Campaign
CAMPAIGN: GLOBAL PILOT		
	You Can Be My Wingman Anytime	Destroyed an enemy Titan as a Pilot in the Campaign
	I Know Kung Fu	Shot and killed 3 enemies in a row while wallrunning as a Pilot in the Campaign
	Power Slide	Shot and killed 3 enemies in a row while sliding as a Pilot in the Campaign
	Cowboy Up	Rodeod an enemy Titan in the Campaign
	Apex Predator	Performed a melee takedown while cloaked in the Campaign
	Robot Army	Acquired 6 or more friendly Stalkers at the same time in the Campaign
CAMPAIGN: GLOBAL		
	Certified Pilot	Completed the Campaign on Normal
	Renowned Pilot	Completed the Campaign on Hard
	Legendary Pilot	Completed the Campaign on Master
	Jack of All Trades	Collected all of BT's loadouts in the Campaign
	Off the Beaten Path	Found 10 Collectibles
	Collector	Found 25 Collectibles
	Every Nook and Cranny	Found All Collectibles
MULTIPLAYER		
	So It Begins...	Won a multiplayer match
	Lock and Load	Customized a multiplayer loadout
	Free Association	Joined a player created multiplayer network

TITANFALL 2

Hard-to-Find Pilot Helmets

Blood and Rust

Video is restricted

TITANFALL 2

Hard-to-Find Pilot Helmets

Effect and Cause

Video is restricted

TITANFALL 2

Hard-to-Find Pilot Helmets

Into the Abyss

Video is restricted

TITANFALL 2

Hard-to-Find Pilot Helmets

The Pilot's Gauntlet

Video is restricted

TITANFALL 2

Hard-to-Find Pilot Helmets

The Ark

Video is restricted

TITANFALL 2

Hard-to-Find Pilot Helmets

The Beacon

Video is restricted

TITANFALL 2

Hard-to-Find Pilot Helmets

The Fold Weapon

Video is restricted

TITANFALL 2

Hard-to-Find Pilot Helmets

Trial by Fire

Video is restricted

TITANFALL 2

Multiplayer Flythroughs

Black Water Canal

Video is restricted

TITANFALL 2

Multiplayer Flythroughs

Boomtown

Video is restricted

TITANFALL 2

Multiplayer Flythroughs

Complex

Video is restricted

TITANFALL 2

Multiplayer Flythroughs

Crashsite

Video is restricted

TITANFALL 2

Multiplayer Flythroughs

Drydock

Video is restricted

TITANFALL 2

Multiplayer Flythroughs

Eden

Video is restricted

TITANFALL 2

Multiplayer Flythroughs

Exoplanet

Video is restricted

TITANFALL 2

Multiplayer Flythroughs

Forward Base Kodai

Video is restricted

TITANFALL 2

Multiplayer Flythroughs

Homestead

Video is restricted